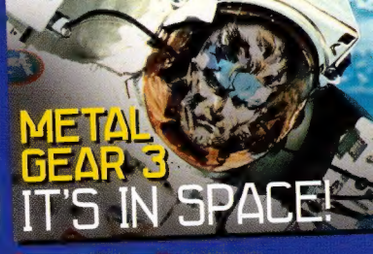
PLAYSTATION 2 MAGAZINE

PS2



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FIRST INFO!

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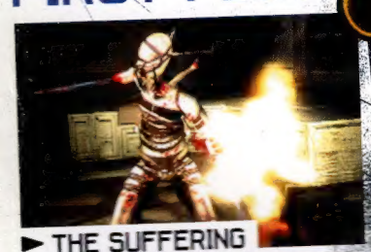

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ATARI

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PSM2

- OFFICIAL MOBILE CONTENT -

RINGTONES

HITS

		POLY	MONO
Black Eyed Peas	Where Is The Love	PSM2P 79667	45800
Beyonce Knowles	Crazy In Love	PSM2P 79237	45801
Sean Paul	Get Busy	PSM2P 79019	45802
DJ Sammy	Heaven	PSM2P 76994	45803
Evanescence	Bring Me To Life	PSM2P 79119	45804
Coldplay	Clocks	PSM2P 78160	45805
White Stripes	Seven Nation Army	PSM2P 78921	45806
Blu Cantrell	Breathe	PSM2P 79290	45807
Basement Jaxx	Lucky Star	PSM2P 76922	45808
Beyonce	Me,Myself+I	PSM2P 76946	45809
Kylie	Slow	PSM2P 75079	45810

HIP HOP

Obie Trice	Got Some Teeth	PSM2P 74137	45811
R Kelly	Ignition	PSM2P 79043	45812
Jay Z+Pharrell	Excuse Me Miss	PSM2P 79011	45813
Busta+Mariah	I Know What You Want	PSM2P 79117	45814
DMX	Where the Hood at	PSM2P 72774	45815
50 Cent	In Da Club	PSM2P 77949	45817
Puff Daddy	Missing U	PSM2P 77638	45819
Eminem	Lose Yourself	PSM2P 77915	45820
50 Cent	21 Questions	PSM2P 79236	45821
Eminem	Without Me	PSM2P 75782	45822
DMX	X Gonna Give it to Ya	PSM2P 79012	45823

ROCK

The Darkness	I Believe In A Thing	PSM2P 79744	45824
ACDC	Those About To Rock	PSM2P 77763	45825
Motorhead	Ace of Spades	PSM2P 77103	45826
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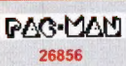

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SCREENSAVER

PSM2P 50005

GAME THEMES

	POLY		POLY
Batman Returns	PSM2P 77129	Tekken 2	PSM2P 78373
Castlevania 4	PSM2P 77509	Zelda	PSM2P 77910
Desert Strike	PSM2P 77740	Worms 3D	PSM2P 71691
Donkey Kong	PSM2P 77751	Total Club Manager V.1	PSM2P 71689
Final Fantasy 7	PSM2P 77887	Total Club Manager V.2	PSM2P 71688
Killer Instincts	PSM2P 78368	Tiger Woods PGA	PSM2P 71687
Mega Man X	PSM2P 77936	Pro Evol Soccer 2	PSM2P 71686
Ridge Racer	PSM2P 77972	Pro Evo Soccer 2	PSM2P 71685
Sim City	PSM2P 78298	Grand Theft Auto	PSM2P 71683
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Street Fighter	PSM2P 78317	Fifa 04 V.3	PSM2P 71680
Super Mario Cart	PSM2P 77913	Fifa 04 V.2	PSM2P 71643
Super Mario World	PSM2P 78293	Fifa 04 V.1	PSM2P 71641

JAVA GAMES

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Nokia 3300	PM2GG 2781
Nokia 3510i	PM2GG 7159
Nokia 3650	PM2GG 2767
Nokia 5100	PM2GG 2140
Nokia 7210	PM2GG 4463
Nokia 7250	PM2GG 9772
Nokia 7650	PM2GG 4095
Nokia 6100	PM2GG 8160
Nokia 6610	PM2GG 8184
Nokia 6800	PM2GG 5152
Nokia N-Gage	PM2GG 5286
Sagem My V-65	PM2GG 6269
Sharp GX10	PM2GG 2103
Sharp GX20	PM2GG 5131

Phone Model	Game Code
Nokia 3100	PM2GG 8594
Nokia 3300	PM2GG 8291
Nokia 6100	PM2GG 1569
Nokia 6610	PM2GG 8821
Nokia 6800	PM2GG 3801
Nokia 7210	PM2GG 6958
Nokia 7250	PM2GG 4522
Nokia 3510i	PM2GG 4050
Nokia 5100	PM2GG 8332

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Nokia 6100	PM2GG 9465
Nokia 6610	PM2GG 1199
Nokia 6800	PM2GG 9305
Nokia 7210	PM2GG 3326
Nokia 7250	PM2GG 7124

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Phone Model	Game Code
Nokia 3100	PM2GG 2431
Nokia 3300	PM2GG 2112
Nokia 3510i	PM2GG 2953
Nokia 3650	PM2GG 2331
Nokia 5100	PM2GG 3410
Nokia 6100	PM2GG 4183
Nokia 6610	PM2GG 8415
Nokia 7210	PM2GG 4041
Nokia 7250	PM2GG 9985
Nokia 7650	PM2GG 3562
Nokia N-Gage	PM2GG 4068
Sagem My V-65	PM2GG 2948
Sharp GX-10	PM2GG 6384
Sharp GX-20	PM2GG 2009

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Frog	PM2P 79199	"Check Your Mail Box You Moron"	PM2P 72927
Monkey	PM2P 79181	"Master I Have Mail For You"	PM2P 72935
Pig Snort	PM2P 79184	Burp	PM2P 79879
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Compatible phones for mono tones, logos and picture messages include: Nokia 3210, 3310, 5510, 6110, 6190, 6210, 6250 NK702, 7110, 8210, 8310, 8810, 8850 8890, 9110i, 9210. Sagem MC 930, 936, 940,942, 946, 949, 950, 952, 959(R), Ericsson T68i. **Compatible phones for Real Sound Tones include:** Nokia 3650, 3300, 6600, 7650, 6220, N-Gage, 3660. Samsung SGH-V200, SGH-T100, SGH-S300, SGH-S100, SGH-P400.
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Welcome to

**YOU ARE READING THE LATEST ISSUE OF PSM2.
ONCE AGAIN IT IS THE GREATEST MAGAZINE EVER!**

Surprises. Ain't they frikkin' great? Unless you're talking about finding half a cockroach in your chicken buna, or a tramp in your bed. Point is, this month has been so full of jaw-dropping unexpectedness that we've worn a hole in both the PSM2 carpet and the bottom of our chins.

For instance, how often does a 90% complete game, and one that looks chuffing brilliant to boot, spring out of *nowhere*? Never! Yet that's what's happened with Free Radical's excellent *Second Sight*. Chuck in Midway's *Area 51*, which looks *easily* as good as *Killzone*, with none of the hype – and the kitchen-sink brilliance of *Mortal Kombat Deception* (RPG mode? Puzzle game? Frikkin' *MK chess*?) and you have to wonder what the hell is coming up next month.

And then there's *Metal Gear 3*. It's simply not going to be what *anyone* expects it to be – Koj's cryptic comments have seen to that. "I'm a dream Snake Eater", eh? It's all gone a bit Bobby Ewing. In *space*! Possibly. We reveal all on page 20.

The final surprise this month comes in the Scottish form of Andrew Kelly, our second PSM2 idol winner, a man of few verbal words but many finely-hewn written ones. Congrats, Andrew; please doff your cap, ladies and gentlemen, and give him your warmest welcome (on page 56).

ONLY PSM2 BRINGS YOU...

Accelerator:
- Always first with the biggest games
- More great new games than any other magazine
- The latest scoops, gossip and rumours that others dare not print
- No bullshit opinion

Hands-On:
- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:
- The most in depth, most detailed reviews out there
- Waffle-free opinion buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:
- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo challenges – the only mag that shows off YOUR skillz

DVD:
- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voiceover
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- **Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.**
- **We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.**
- **PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews *anywhere* else.**
- **We feature more screenshots than any other magazine.**
- **We actually like games. Sometimes *love*. Sometimes *hate*. And sometimes... *hurrr*... well, y'know...**
- **PSM2 – playing PS2 longer, harder, faster. *Still*.**

IS THE NEW TOMB RAIDER BEING MADE BY DEUS EX DEVELOPER WARREN SPECTOR? SEE PAGE 17

Contents

14 Area 51
It's the new Best First-Person Shooter On PS2! Read all about Midway's team-based, skill-stuffed, alien-eviscerating future-classic RIGHT HERE!

82 DVD Movie Reviews
All the latest movies on DVD are rated and slated, including the long-named Master and Commander and Kill Bill Vol 1. Hoo-ha!

102 Second Sight
Beat people to death with your mind! It's the latest greatness from the makers of *Timesplitters*, and we've got the full-on skinny. Shit you not!

You want more?!
OK, what about the latest on Gran Turismo Prologue on page 24, The X-Files (page 18), and a chance to win Matrix Revolutions DVDs (page 26)?

PSM2 COVER GAME!

Grand Theft Auto San Andreas
36

42 RED DEAD REVOLVER: Rockstar have done the impossible and made a shit-hot, ice-cool cowboy game. Check it out right here.

"IT'S LIKE OLD-SKOOL SHOOTER GRADIUS, BUT WITH COWBOYS"

48 SERIOUS SAM: Unhinged shooter thrills from Take 2.

54 MASHED: Like Micro Machines, but better.

the Getaway 2 EXCLUSIVE!

Steal cars, cause trouble, kill indiscriminately! We've got the latest on BOTH new games!
30

THIS MONTH IN

14 ACCELERATOR
The place with the hottest PS2 stories, news from developers, insider gossip and release info.
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The Godfather 17
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Win Matrix Gear 26

nts

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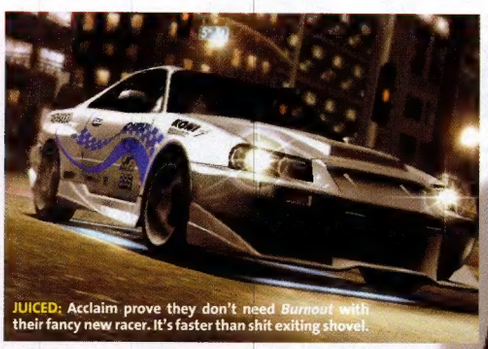
FIRST REVIEW!

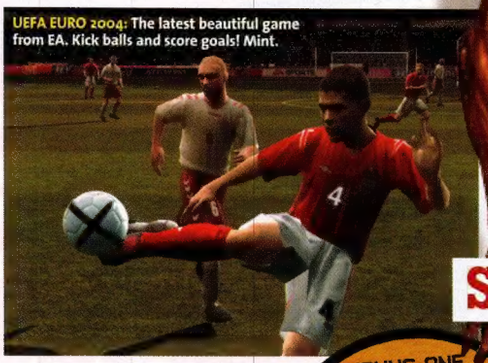
ONIMUSHA 3

THREE'S COMPANY! Capcom double-team the action for their latest, greatest 'Musha – and we've got the big-ass review to prove it!

58



JUICED: Acclaim prove they don't need *Burnout* with their fancy new racer. It's faster than shit exiting shovel.



UEFA EURO 2004: The latest beautiful game from EA. Kick balls and score goals! Mint.

REVIEWED

THE SUFFERING

The best horror game ever made? We review Midway's head-in-a-toilet-bowl beauty.

46 HITMAN: CONTRACTS: We've played his hair clean off.

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 100

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FIGHT NIGHT 2004: Move over Rocky, there's a new heavyweight in town!

PSM2 - THE WORLD'S GREATEST PS2 MAG!

42 HANDS-ON

Written by gamers for gamers, we've played every game we preview. And that's a promise.

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PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

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You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

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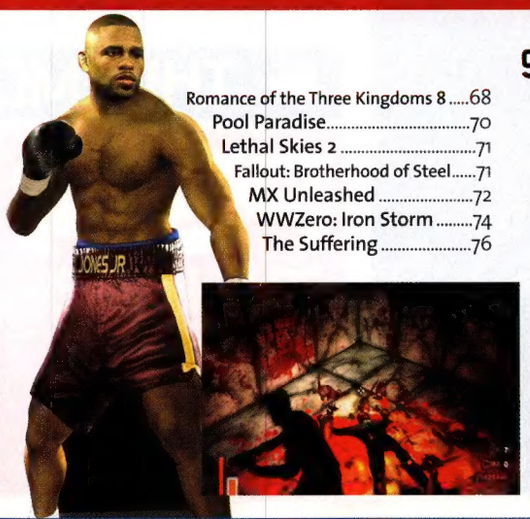
Pitfall: Lost Expedition 93
Teenage Mutant Ninja Turtles 93
LMA Manager 2004 94
Tomb Raider AoD Platinum 98



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RED DEAD REVOLVER
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MORE NEW GAMES THAN ANY OTHER PS2 DVD! MORE NEW GAME
39 TOP GAMES ON DVD!
AREA 51
DEADLY! Look out Killzone!
MORTAL KOMBAT DECEPTION
REVIEWS
NEWS
PRO DOJO

On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

EXCLUSIVE!

RED DEAD REVOLVER

Get three coffins ready! No, make it four. Five. Si... Oh look just get lots of coffins, OK?

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press Ⓐ.

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

■ Section Menu: Move over to the menu on the left to choose a different area with up and down.
■ Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.
■ Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:

PLUS

AREA 51

Midway's shooter goes gunning for the likes of *Killzone* in this trailer that shows its metal.

MORTAL KOMBAT DECEPTION

What do you add to the goriest fighter ever? Chess and puzzle game modes of course.

HITMAN: CONTRACTS

Exclusive first footage of the game in action. See Agent 47 kill for cash.

THIS MONTH ON PSM2 DVD THE

THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Pro Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 105)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot.
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

IT'S ON THE DISC!

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DON'T MISS IT!!

IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) **RED DEAD REVOLVER** Head to Accelerator

2) **FINAL FANTASY UNLIMITED** Check out Extras!

3) **ONIMUSHA 3** Watch Reviews

DVD VIDEO

COMPLETE FIRST EPISODE!

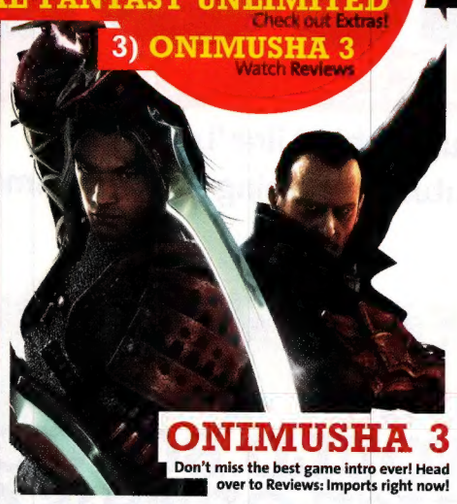
FINAL FANTASY UNLIMITED

FREE only with PSM2. Go to Extras to enjoy episode one of the Final Fantasy: Unlimited anime series courtesy of ADV films. Want more? It's in the shops now!

Final Fantasy: Unlimited © Square Enix, TV Tokyo, Dentsu, FF:U Production Committee. Courtesy of ADV Films

SPLINTER CELL: PANDORA TOMORROW

A game so stealthy its disappeared off the release radar altogether. Catch up with it on the DVD.



ONIMUSHA 3

Don't miss the best game intro ever! Head over to Reviews: Imports right now!

MASHED

See the game that could completely eliminate your social life. For good.

THE SUFFERING

See what the fuss is about – is this the swearest, goriest game ever?

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

■ Want some more? Here's where it's at:

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.

Random Factor: Can't be arsed to *actually decide what it is you want to watch*? Simple, click here and let the disc magically choose something for you to watch.

Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Last month's secret footage was the first look at Namco's *Katamari Damashii*. This crazy puzzle game involves rolling around picking things up and getting bigger and bigger. Go off the bottom from the reviews page.

ACCELERATOR

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

RED DEAD REVOLVER

- AREA 51
- MORTAL KOMBAT DECEPTION
- HITMAN: CONTRACTS
- MLB SLUGFEST

COMING SOON

■ The place to see exclusive footage from all the hot games of the future.

STAR WARS BATTLEFRONT

- PSI-OPS: MINDGATE CONSPIRACY
- THE SUFFERING
- SPLINTER CELL: PANDORA TOMORROW
- POOL PARADISE
- WORLD CHAMPIONSHIP RUGBY
- RIDING SPIRITS 2
- MX UNLEASHED
- MASHED
- FALLOUT: BROTHERHOOD OF STEEL
- WORLD WAR ZERO: IRON STORM
- ENGLAND INTERNATIONAL FOOTBALL
- BLOODRAYNE 2

REVIEWS

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

ONIMUSHA 3

- RAINBOW SIX 3
- ALIAS
- PITFALL: THE LOST EXPEDITION
- SPAWN: ARMAGEDDON
- FIGHTBOX
- THIS IS FOOTBALL 2004
- ROLLERCOASTER WORLD
- GOBLIN COMMANDER
- TAK AND THE POWER OF JUJU
- DOT HACK INFECTION
- LMA MANAGER 2004
- CHAMPIONS OF NORRATH
- GHOST RECON: JUNGLE STORM
- RISE TO HONOUR
- BUGINGAI

PS2 TIPS

■ Footage of expert PS2 players in action. Watch and learn. See Ultra Dojo on page 100 for more.

PRO EVO 3 GOALS

- SOUL CALIBUR 2
- EYE TOY: GROOVE
- SSX3

EXTRAS

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- FINAL FANTASY UNLIMITED: EPISODE 1 ANIME
- SHOWREEL
- RANDOM FACTOR

Letters

QUOTE OF THE MONTH: "THE SCORES IN THE PRO DOJO – I QUESTION THEIR AUTHENTICITY!"

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk - subject line 'Letters'

► **WRITE TO:** Letters, PSM2, Future Publishing ltd, 30 Monmouth St, Bath BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets the PS2 game of their choice in return. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, we'll be sending you a copy to your door. Now – entertain us and your fellow readers. Let the prattle commence!

BAG OF FIGHT: "TYLER WOULD BOYCOTT THE RELEASE OF THIS GAME AND ALL I CAN SAY IS, 'I AM JACK'S RAGING BILE DUCT'."

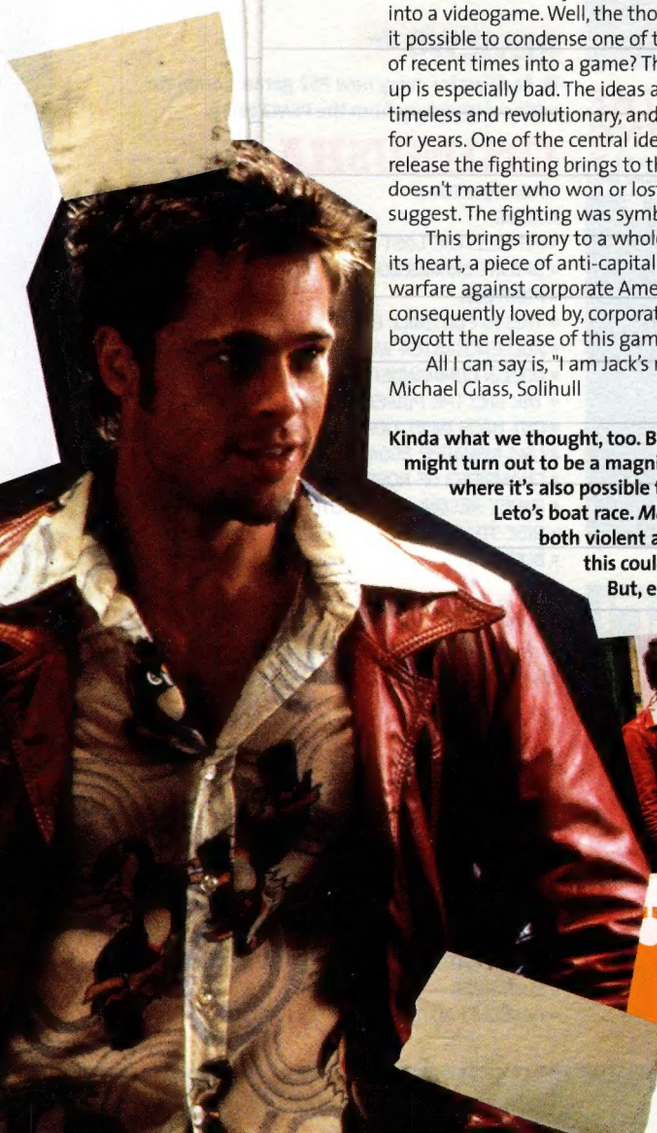
► **Dear PSM2,**

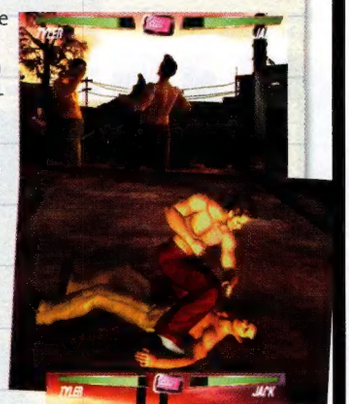
I have recently heard that *Fight Club* is going to be made into a videogame. Well, the thought of this sickens me. How is it possible to condense one of the greatest books (and movies) of recent times into a game? The fact that it will be a beat-em-up is especially bad. The ideas and themes of this book are timeless and revolutionary, and will be thought of in this way for years. One of the central ideas of the book is the emotional release the fighting brings to the members of *Fight Club* – it doesn't matter who won or lost, which is what the game will suggest. The fighting was symbolic.

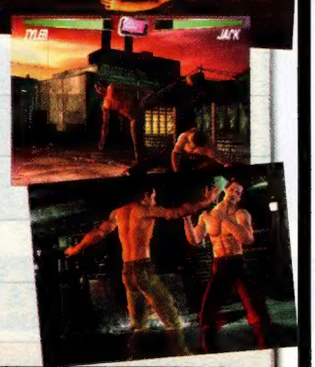
This brings irony to a whole new level. A book which is, at its heart, a piece of anti-capitalist literature involving guerilla warfare against corporate America is adopted, and consequently loved by, corporate America itself. Tyler would boycott the release of this game.

All I can say is, "I am Jack's raging bile duct."

Michael Glass, Solihull







Kinda what we thought, too. But we haven't played it yet – it might turn out to be a magnificently thought-provoking classic where it's also possible to make meat loaf out of Jared Leto's boat race. *Manhunt* proved it's possible to be both violent and intelligent, so there's a chance this could be more than a simple cash-in. But, er, we'll see.

ONE MAN TEAM

► I'm a massive fan of *PES3* and I have a suggestion for the next edition of the game. How about putting in an extra mode where you only control one player in the team? You could create a player in edit mode, modelled on yourself, and put him into your favourite team. You could choose whether you wanted to be a Thierry Henry, and bang in spectacular goals, or David Beckham, spraying inch-perfect passes around and curling in free kicks from 35 yards, or a Rio Ferdinand, refining your positional play for those crucial offside decisions. You could use the L1 button to put your arm up and call out for the ball, and your team could have an intelligence rating, which would be affected by both your individual performance and that of the team as a whole. It might sound like a stupid idea, but ask yourself this – where's the harm in trying?

Jack Rankin, Newcastle

Er, actually, Jack, *PES3* already has this option. On the Player Settings screen, tap L1 until the bit that usually says Manual or Semi Auto changes to Fix. Now, choose your player. Off the record, it's a test for online play...

KRAPTONITE

► Dear PSM2,

I have just thought of a really amazing idea. Why don't we have

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Keep 'em coming...

EH?

Grand Theft Auto 5 is back and no-one is safe and it would be kiss *Driv3r* goodbye.

Ross Kelly, Birmigham

Excellent word-work there.

WICKED

Ding dong the witch is dead!

Jon Cromber, Wigan

Thank Koj for that.

SPEAK TO THE TEAM APRIL 23RD!

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday April 23rd, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"THE SCORES PEOPLE SUBMIT FOR THUG IN THE PRO DOJO. I QUESTION THEIR AUTHENTICITY!"

PS2 games where characters can fly? No, not Quidditch or Air Ranger, but Superman would be great! You get to glide and shoot birds. You could even do a crap and it would land on humans. Yes, a whole game in the sky would be boring, but a few levels would be great. I know many people will love my idea. Well, almost everyone.
Stephen Rayner, Herts

You're a bit late there, Steve, as well as being a bit of a frikkin' mental-ass fruitloop; *Superman: Shadow of Apokolips* was out last year from Atari. It's not much cop though, and is sadly free from bird-murder and the great man's arse-slurry.

KID'S STUFF

► Dear PSM2,
Why is it that some of the games in the world treat us like children? *Final Fantasy X* is one of the best games ever made, yet it is extremely childish. Everything is in bright colours and when you kill monsters they disappear in a cloud of rainbow light and there are people who carry dolls and balls instead of swords and guns. The game is brilliant, but it looks like it's for kids and I'm not going to buy *FFX-2* for this reason.

It's not just *FF* though. *Dark Chronicle* is the same; it's so in-depth that you could play it for the rest of eternity and not get bored, and yet it seems to be made for three year olds. *Dark Chronicle* is worse than *FF* because there are things like Nose Trees and 'Happy Clown Present Time'. I rest my case.

The frustrating thing is that both games are in-depth, complicated, challenging and addictive, but all this is ruined by the utter childishness of it all. Why can't there be a game as deep as these but more grown up? And why do we always have to save the world? Why can't we destroy or conquer it instead?

I can but pray that some rich games designer reads your brilliant magazine and thinks "hey, now there's an idea!"
Joseph Murdock, Carmarthenshire

You make some good points. But making games accessible to kids widens their appeal; in the case of something as complicated as an RPG, that's one strategy that can maximise sales and provide an 'in' for the little 'uns. But yeah. Sometimes we'd rather be ruling the world with an iron rod than drowning in candy floss.

FANTASY GIRLS: Is this immature kids stuff?

BOARD STUPID

► Love the mag and all that, but there is one thing that has prompted me to write in and that's the scores people submit for *THUG* in the Pro Dojo. I question their authenticity! As a massive fan of the Hawkster's games, I can safely say that it is IMPOSSIBLE to get over 20 million in one combo.

I will gladly eat humble pie if I'm proved wrong but could you please do this long-time reader, first-time writer a small favour and put a clip of these bafflingly high scores on the DVD. I need proof!
Michael Durphy, Waterford

Oh ye of little faith! We don't let bleedin' cheaters into the Dojo. So you want evidence, eh? No sooner said than done, Mikey (can we call you Mikey? No? Tough). You'll find all the proof you need on this issue's DVD – and if you thought 20 million was impossible, you'll choke on your cornflakes at – we shit you not – some 100 million-plus combo action...

FREAK SCENE: It takes more than a couple of flashy moves in a combo to top our Dojo scores on *THUG*.

FIGHT!
I have a friend, well, more like a rival, we have 'duels' to see who is simply the best.
Ben, Devon
What, with pistols and everything?

GORE
While I was thinking I remembered that there was no blood.
Jonny Foster, Sunderland
That's a good thing, surely?

MISOGYNY
Look at the big picture and not just yourself, missus.
Matthew Pedrick, Yeovil
Touched a nerve there, eh?

WORMS
I had an idea. How about *Worms: Double Dash*?
Mark Waddoups, Taunton
Not entirely original, that, is it?

GRAND
In my opinion, *Urban Chaos* was the closest thing to *GTA* in 3D on the PSone.
Hayley, Rochester
It's a darnn good opinion.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

ORIGINAL AND BRILLIANT: Ubisoft's achingly-beautiful *Beyond Good & Evil* never sold well, but we love it to death.

SELL OUT

► I felt I had to write in after reading your article on the best-selling games of 2003 (issue 46), which was one of the most depressing things I've ever seen. Every month it seems magazines like yours are filled with letters from people bemoaning the state of gaming, how licenses and sequels are all we ever see... then some great, original titles are released, such as *XIII* and the superb *BG&E*, and what happens? They sink like concrete blocks. Where were all the moaners when these two titles appeared in the shops? If you don't support quality and originality with your hard-earned cash, you have no right to complain about the dearth of either. I don't subscribe to the view that all franchises or licenses make poor games – *Vice City*, *Jak 2* and *Silent Hill 3* are just a few of the titles that prove otherwise – but gaming would soon become very dull if they were all we had to choose from.
Matthew Smart, Chingford

You speak much sense-talk Matt. We need original games like Dan G needs a snifter of port in the morning, but as you correctly surmise, that's not to say all sequels are worthless. Sadly, as games become more mainstream, the quirkier titles are going to have a rougher time on their hands.

FUNNY BONES

► PSM2 – great mag! First of all I get it every week and I just got to say that Dan D is the funniest person on the planet. The commentary he puts onto the DVDs are brilliant and I can't stop laughing when he's talking. Also I wanna know HOW CAN I GET A JOB AT PSM2?
Liam Munro, email
Chris Mattary, e-mail

WRITE TO PSM2 WITH: THE SUFFERING: TOO MUCH GORE? ONIMUSHA 3: THE BEST YET?

What, you think Dan D's funnier than Joe Pasquale? Ain't no jobs going at the moment, but sucking up to the man they call Griffpipe is a good place to start. Although be sure not to call him on a Monday morning, coz he's usually grumpy after a weekend of animal sacrifice and general debauchery.

BAD FANTASY

► Has anyone at PSM2 ever heard of the Fighting Fantasy book series? They'd make brilliant videogames
Jake Hackney, Congleton

Yes, and Milf even still plays them while reclining on a couch with a mug of hot milk, wearing nothing more than a vest and socks. He's a man who sure knows how to relax.

► ASK THE PSM2 ROBO-MIND

Questions that only a machine can answer. Or, for that matter, cares about.

GAME DESIGN BLUES

► Dear PSM2,
Now, I don't imagine this is the first of these types of letters that you have had, but I would appreciate being pointed in the right direction. Perhaps that nice Mr Robo-Mind could help? I have an idea for a game. Naturally I think it would be the greatest game ever and people would buy it in droves (especially in the UK). No, of course I am not going to tell you what it is. I would, however, like to know exactly who I should show it to, how much detail I should provide (it is merely a concept at the moment, but I only have to think about it for five minutes for it to become massive), and you know, how this whole process works. I am just a guy, I don't know the first thing about programming computers, I'm no good at art and I can't speak Japanese – but someone, somewhere thinks of new games and they can't all just happen to work for software developers! Guys, I know you don't need to help me but I don't even know where to start. I have tried looking on the interweb at the sites of Ubisoft, Rockstar, etc, but they are too busy showing off to invite ideas. If I made hundreds of sextillions of squid, I wouldn't forget who put me on the right road. So c'mon guys, you have a job you love, let me leave my pensions office behind! I promise that PMS2 gets first dibs on the review!
Papa L, e-mail

STAR CAR

I really enjoyed *Ridge Racer*. You slated the new one, so I'm wondering what is the best arcade racer on the PS2 at the moment?
Matthew Power, email

DOWN UNDER DREAD

I've got a few things on my mind that have been bothering me. Thank you for giving me the chance to share them. First of all, I've recently moved to Australia from Scotland, and I was wondering , when you say a game won't get a PAL release in Europe, do you mean all countries that use PAL? Also it really gets on my nerves when people write letters with complaints. Can't they write about joyous gaming moments?
Scott Donald, Australia

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PLAYSTATION 2 MAGAZINE
PSM2

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she may have
gone platinum...

but she's no
dumb blonde.

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RUMOUR OF THE MONTH: ELECTRONIC ARTS TO FINALLY UNVEIL LORD OF THE RINGS 'BATTLE FOR MIDDLE EARTH' STRATEGY GAME? SEE PAGE 17

Acce

16

The Punisher

Marvel comic's grizzly anti-hero Frank Castle turns up the dark in THQ's vicious new interrogate-em-up. Spill! Or those feet hit the wood chipper...

18

Mercenaries

Hijack Tanks! Destroy buildings! Sell UN food supplies to the mafia! It's *Grand Theft Auto* meets the Korean War – with a twist of *Half Life* 2.

20

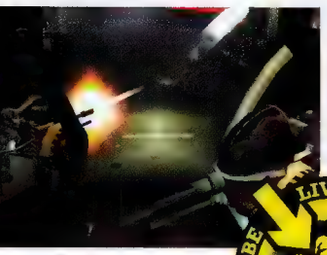
Metal Gear Solid 3

Genius producer Hideo Kojima unveils the new camouflage system, and... MGS3 in space?!?! Read on for the shock truth.

You want more?!
OK, what about the latest on Mortal Kombat: Deception (16), The Godfather (17), Devil May Cry 3 (18), Sly 2: Band of Thieves (18), Ratchet and Clank 3: Up Your Arsenal (24) and Midway Arcade Treasures 2 (24).

GREY PRIDE: Shirts, bongs, games... what won't they endorse, eh?

BLAST ACTION HERO: Don't expect your HAZMAT squad to last the distance – the aliens are relentless.



"AREA 51 LOOKS JUST AS GOOD AS KILLZONE AND RUNS EVEN SMOOTHER"

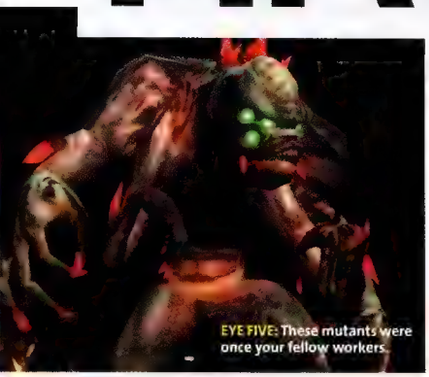
BARRIER GRIEF: This is where the killer first battle occurs.

erator

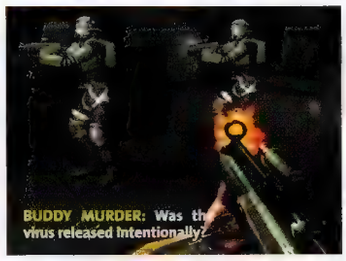
SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

AREA 51 THE BEST LOOKING SHOOTER ON PS2. NOW!

Be first to find out why Midway's breathtaking sci-fi blaster will be the game on everbody's lips... before *they* catch on.



EYE FIVE: These mutants were once your fellow workers.



BUDDY MURDER: Was the virus released intentionally?

With the hype surrounding Sony's technically audacious *Killzone* reaching deafening levels, publishers Midway are quietly putting the finishing touches to the best looking shooter on PS2. We were lucky enough to see *Area 51* in action at Midway's recent Gamers Day in Las Vegas, marvelling at the frenzy of highly detailed monsters and the lightning frame rate. Our cynical reaction? "Yeah, but what about the PS2 version, huh?". "That *is* the PS2 version", came the reply from a fellow journalist, our gazes locked in disbelief at the DualShock 2 dangling from the television in front of us.

FORK SWORD: You'll need to load the automatic cannons.

legendary underground research facility *Area 51* to investigate the leak of a deadly virus, that's been turning government agents into hideous mutants.

The opening scene is staggering – playing out in breathless realtime like *Half-Life* or *Halo*. After running into

"IT'S RELENTLESS STUFF, WITH YOUR COLLEAGUES SCREAMING IN AGONY"

Don't take our word for it – check the trailer on the DVD (in the Accelerator section). That's 100% genuine in-game footage. And bear in-mind that the second half of that movie is from a lo-res teaser trailer... stunning, no? You play Ethan Cole, a HAZMAT (Hazardous Materials) specialist called in to the fellow soldiers, who frantically convey the horror as you swivel around them. "They're fucking aliens! I tell you!" barks one, the mutated horde flood in and the bullets spew. It's relentless stuff, with your colleagues barking orders, screaming in agony and sending you on a sub mission to find ammo for the huge auto gun turrets. Seen Aliens? Oh, yes.

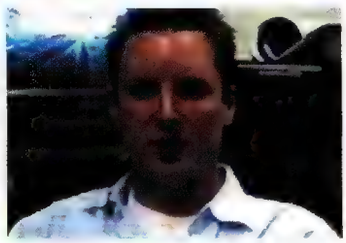
BO REFLECTOR: The shiny floors? Yes, it looks that good

As the game progresses, your character mutates, gaining mysterious alien powers. Those beastly hands on the DVD?... that's a story for another day.

PSM RECKONS *While* Killzone *currently suffers from slight frame rate problems,* Area 51 *looks just as good and runs even smoother. Co-op mode, 16 player online deathmatches? Downloadable content? Yes, please. Full hands-on playtest soon.*

WOOD YOU TAKE A LOOK AT THAT!

***Area 51* is being developed by Inevitable Entertainment (who?), but with creature design from Stan Winston Studios (of Jurassic Park and Aliens fame) plus – we're not shitting you – the saviour of Middle Earth. Sort of. Lead Producer Zach Wood is the brother of Elijah Wood, who played Frodo in The Lord of the Rings trilogy. Excited? You should be when you learn that *Area 51* will be playable ONLINE, with downloadable content; with a co-operative single player mode, plus Dolby Pro Logic II support for maximum cinematic effect.**



ZACH'S THE WAY I LIKE IT:
Mr Zach Wood is the rogueishly handsome producer of *Area 51*, and responsible for keeping up the game's cracking pace. Crap at *Doom*, mind.

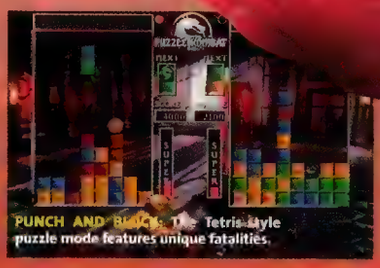
HOBBIT OF ALRIGHT:
Mr Elijah Wood is the rogueishly handsome star of the Lord of the Rings trilogy, and responsible for pacing up the Crack of Doom. Crap at *Area 51*, mind.

MORTAL KOMBAT: DECEPTION

The **grizzliest** game in history **returns** with online play, **suicide** and... some hard core **pawn**.

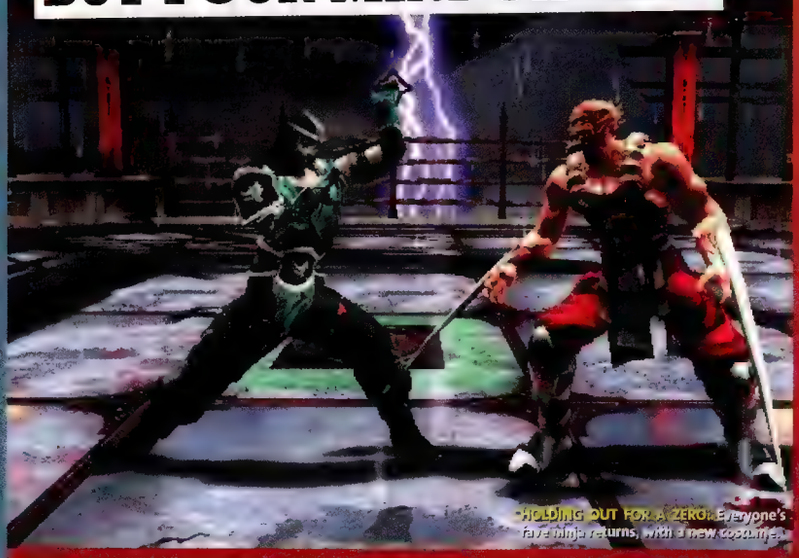
Seen the trailer on the DVD? When the screen goes black, crank up the sound and... nyurrrgh. That's someone being *liquified* in a grinder. You can even hear the bit when their skeleton pops and it goes a bit M&M's milkshake. So, er, you can understand why publishers Midway blanked that out. While new fatalities were always a certainty for *Mortal Kombat: Deception*, the latest in history's goriest beat-em-up series introduces its grizzliest innovation yet... chess. Jesus, have they no... Hang on. *Chess*?

We. Shit. You. Not. One of the mini-games lets you play chess, with *MK* characters assigned to King, Queen etc. and real-time battles to decide the skirmishes. And that's not all. *Mortal Kombat: Deception* contains not just one, or three, but *four* mini-games: MK Chess, MK Puzzle Kombat (like Tetris-clone *Super Puzzle Fighter*), MK Konquest (an RPG-style character building mode) and – praise the dark lord – MK Online. Yes.



PUNCH AND BLOCK: The Tetris-style puzzle mode features unique fatalities.

"IT CONTAIN'S NOT ONE, BUT FOUR MINI-GAMES"



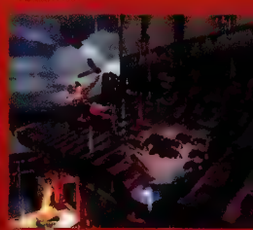
HOLDING OUT FOR A ZERO: Everyone's fave ninja returns, with 3 new costumes.

MK: D is the first beat-em-up that lets you mash up, say, German people over the broadband network. It's early days, but *MK* creator Ed Boon promises the game will run at full speed without potentially ruinous delays between button presses.

Gameplay changes? The arenas are huge, allowing for multi-level play like *Dead or Alive* (you can smash your foe through barriers) and deadly hot zones, like the infamous grinder. The vertiginous Sky Temple has arenas on each side, with unique hazards and lightning effects.

On the ship level, you can boot hanging bodies into your foes, while prisoners (trapped in wallside cells) maul your character inflicting damage. There'll even be powerful level specific weapons, like the Beetle's Lair mace. Not only will characters have two fatalities, there's also the option to commit suicide (Hari Kari) to deny your opponent the satisfaction of killing you. With 24 characters, the ability to learn unique Konquest mode fight techniques and cameos from *MK* legends – like Noob Saibot and Baraka – the level of gore will only be matched by the stunning diversity of options.

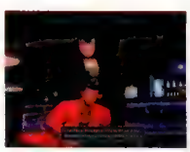
PSM RECKONS It's the beat-em-up equivalent of Cadbury's Roses – comprehensive, great value and with some grizzly inclusions. While the core gameplay mechanics are similar, the destructible, living, *killing* arenas add a grizzly new layer of depth. If the online mode delivers we're looking at the most complete beat-em-up in living memory. Knight to rook four... gyaaaaghh!



HAMMER TIME: Raiden-look-a-like, Ashrah – we don't know the connection yet – bashes her foe onto a new level with one of the scenery specific weapons.

THE PUNISHER

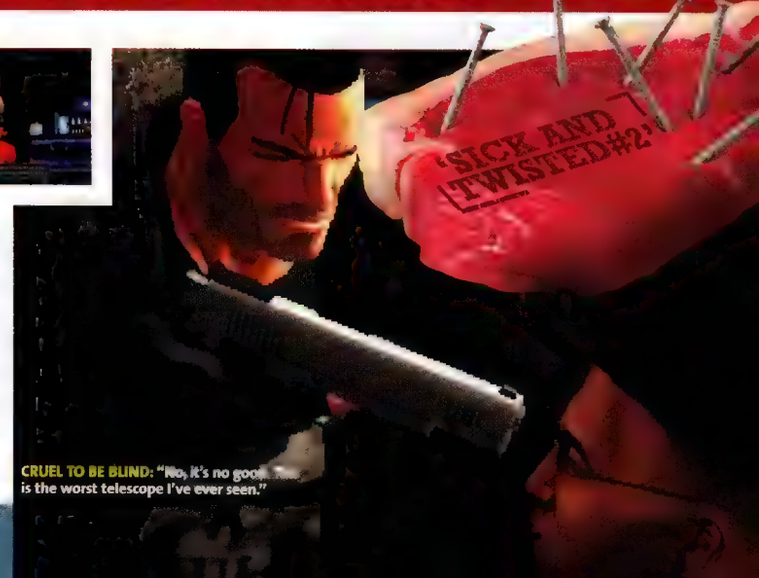
A tale of guns, torture and wood chippers...



We'll say it one more time. "Will someone please BAN THIS SICK FILTH." Anyone? No? Good. Let the cavalcade of giblets continue with THQ's upcoming *Punisher* game. While the movie is certain to be as rank as Shabba himself, the game – by *Red Faction* boys Volition – is looking good. If by good we mean really frikkin' violent.

He's 'The Punisher' see. A man who spends his days torturing and murdering badasses. The best bits are the clever uses of the scenery in combat. Break a window and you can rub someone's face in the shards. Found a door? Then slam someone's head in it. Found a machine used for grinding logs into tiny woodchips? Then force a man in leg-first until he tells you the location of your next mission objective. And then kill him.

PSM RECKONS *The need to question (ie, torture) bad guys for plot-furthering info and the massive amount of interactive scenery make this something special. More soon.*



CRUEL TO BE BLIND: "No, it's no good. This is the worst telescope I've ever seen."

TOUCH MY SISTER AGAIN AND I'LL KILL YOU...

The Godfather. On PS2. Mamma Mia!

Cackling madly inside their underground volcano base, EA are making moves to challenge Rockstar for the mature games market with the daddy of all gangster movie licenses – The Godfather. That's THE *Godfather*!

It's quite a coup, given that we're talking about the greatest trilogy in cinema history (let's forget that third film, eh?). Whispers suggest that EA have approached at least two of the stars of the films – Robert De Niro and Al Pacino – to record new dialogue, and digitally scan their mugs for the player's enjoyment. EA have already demonstrated their film-like production values with *007: Everything or Nothing*, via the acquisition of Hollywood talent like Pierce Brosnan, Heidi Klum and Willem Dafoe. *The Godfather* should take a similarly cinematic path.

Interestingly, it's also set to be EA's first 18-rated game, so expect some gritty mature content. Launch date? Late 2005.

PSM RECKONS If EA can resist the temptation to dumb it down (Argh! Pacino's got the concrete-boots power up!), and produce an adult adventure with dark undertones and moral choices, we're highly excited. One thing's for sure – this marks a watershed for videogame-to-film licencing, and EA won't stop here...

©The Kobal Collection

WIN! TONY HAWK'S RUDE WARDROBE!

Well, not his *actual* wardrobe, but a trunk-load of Hawk-branded apparel and games...

Yo. Whassapenin'? Ever fancied dressing like a real fly guy? (And we don't mean Jeff Goldblum, if you catch our drift). Well now you can; in honour of Tony Hawk, we've got a pile of neat duds (aka official Tony Hawk's clothing) so you can jive with the guttersnipes down the skate park, mein hombre.

Thanks to our chums at www.hawkclothing.com, one glorious winner can bag a Hawk's-branded jacket, hooded top, cap, T-Shirt, backpack, belt, wallet AND a skateboard **AND** copy of Tony Hawk's Underground; three runners-up each get a T-shirt, board and game. Just answer the following question:

QUESTION:
Tony Hawk is so-named because:

A) He can move his board with the grace of a bird of prey
B) He eats rabbits and roadkill
C) It's his name

Answers on a postcard to: "Happy Hawking, Hawking – Happy Hawk", PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Before 5th May. Please. Thanks.

Why not check out the full range of clothes at www.hawkclothing.com?

RUMOURS WITH...

KAZ HIRAI'S ALL-SEEING EYE!*

*Hello friends! It's Kaz once again, penetrating all of space-time with my third eye. I SEE ALL! (So, y'know, I can give you all the juicy game rumours, yeah? Sheesh, I don't why we don't just call this column 'Rumours'...Eh? We have? Thanks for telling me) Anyhow, spring is on the way, so there's every reason to be cheerful! Hence my lovely fetching spring moustache. And soon I shall get myself a summer girlfriend, for frolicking in summer meadows with, which might take my mind off this network adapter for a second. Still, as mother always said, all the nice girls love a network adapter. Don't they? Anyway, back to the future. *Bloody nora – we're all going to die!**

EA WORKING ON NEW LORD OF THE RINGS AND DEF JAM 2

Despite a curious attempt to hush things up (even though the game was mentioned in an official press release back in 2002) , EA are definitely working on a new Lord Of The Rings game, provisionally subtitled *The Battle for Middle Earth*. The action/strategy game, due late 2004, will cover key battle scenes from the first three movies – Helm's Deep, Pellenor Fields etc – with players commanding thousands of troops in RTS fashion. In other EA news, expect *Def Jam Vendetta 2* in 2004, with the emphasis on grapple-based wrestling. And – probably – sexy ladies.

MIDWAY PREPARE GAUNTLET 3D AND SPY HUNTER: THE MOVIE

At their recent Gamer's Day event in Las Vegas, Midway confirmed that *Quake/Doom* legend Jon Romero is working on a 3D update of classic multiplayer arcade game *Gauntlet*, due for a 2005 release (an FPS, perhaps?). Fingers crossed, the game will be better than the woeful *Gauntlet: Dark Legacy* (scoring 32% in PSM2#10). In a similar vein, after the lukewarm reception afforded *Spy Hunter 2* (67%, PSM2#46), Midway are hoping to reinvent the franchise in 2005, with a game based on the forthcoming movie, starring wrestling legend The Rock. Our money's on a *GTA* clone...

EA SCARE PUNY WORLD WITH NEW NEED FOR SPEED GAME

EA continue to play the games world like a cheap set of bongo drums, tapping out a 200bpm death march for their quivering rivals while mopping their brow with ironed £50 notes, with the news that they've registered the web domain name *Need For Speed: Most Wanted*. The new game should continue the mod-heavy theme of the original, and – we hope – move the action away from the night, into day. Or *something* good enough to lighten our wallets of £40 come Christmas, without ruling out the possibility of further sequels.

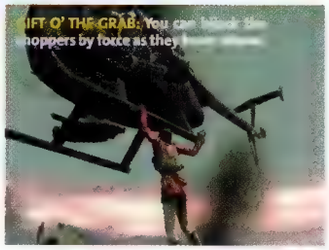
(*) The column that's only a month from being called Rumours. Again...

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

[illegible] OFF [illegible] particles scatter other objects using real physics.

HATCH YOUR PLOT: Flip the top, drop in a grenade and... splat! You've got a tank.

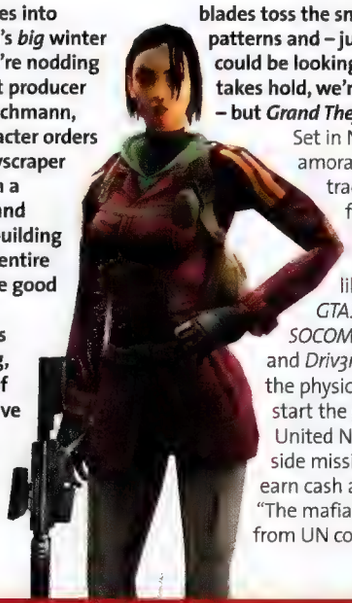


LIFT O' THE GRAB: You can [illegible] hoppers by force as they [illegible]

MERCENARIES

Why are we so excited about **Lucasarts'** free roaming war game that splices **GTA** with **Half Life 2**? The answer is blowing in the wind...

Five minutes into Activision's *big* winter game, we're nodding politely at producer Peter Hirschmann, when... *bang*... his character orders an air strike and the skyscraper in front of us shatters in a hurricane of fireworks and rubble. Better yet, the building *stays* destroyed for the entire game. But that's not the good bit. Oh no. As we look skywards, the air chokes with incredible, swirling, multi-textured clouds of dust – like nothing you've seen on PS2 – as the 'thwomp' of helicopter rotors floods the speakers. As the chopper descends, the blades toss the smoke around in realistic patterns and – just for a split second – we could be looking at a movie. As reality takes hold, we're *not* looking at real life – but *Grand Theft Auto* in World War 3.



Set in North Korea, you play an amoral mercenary hired to track down 52 hardline fugitives, culminating in the ace of spades, General Song. It plays like a Molotov cocktail of *GTA3* (free roaming, violent), *SOCOM 2* (tactical, jungle-based) and *Driv3r* (pretty, half the fun is the physics). As a hired gun, you start the game in league with the United Nations, but can perform side missions for the mafia to earn cash and buy better weapons. "The mafia might be stealing food from UN convoys," explains Hirschmann. "So you could go after the warlord selling it, capture him and get the food back. On the flip side, you could rescue the food, then sell it back to the mafia at a profit." Cute.

Visually, it's premium stuff. Think *Manhunt*'s bleak urban environs, with the scale of *SOCOM*'s open war zones. By tapping into the PS2's hidden power, developers Pandemic (of *Star Wars Battlefront* fame) have been able to use the Havoc physics engine from the PC's stunning *Half Life 2*. Upshot? Grenades scatter barrels, flames lap in the wind and you can use C4 charges to collapse buildings onto passing vehicles.

PSM RECKONS *Ignoring the similarity to* Freedom Fighters, *the combination of open-ended gameplay and exemplary physics makes every action – dropping grenades into a tank hatch, or hijacking a chopper – a delight. This could be huge.*

YOU GIVE ME CHEEVA

Saucy martial arts bird accidentally confirms **Devil May Cry 3**. Women, eh?

Devil May Cry 3 is gunning for PS2, according to a surprise announcement from martial arts expert Stephanie Cheeva. In an interview with website Kung Fu Cinema, Cheeva revealed she is working on "motion capture work for a *Devil May Cry* videogame". Thinking logically, this suggests another female character in *DMC3* – perhaps the ballsy Trish from *DMC*? But fear not, mullet fans, twin-pistol packing gothic hero Dante (voted the coolest videogame character by PSM2 readers in 2001) is sure to return.

PSM RECKONS [illegible]

STEPH [illegible]: Ms Cheeva scrubs up nice for a tough bird.

Accelerator extra

Lightly salted news caviar for the discerning gamer.

SLY 2: BAND OF THIEVES

One of the finest platformers on PS2 returns with developers Sucker Punch promising character switching, free-roaming environments, open-ended missions and more lovely 'toon'-shaded visuals.

GUILTY GEAR ISUKA

The world's sexiest 2D scrapper beefs up with three new characters, four-man battles and the ability to spend money on new costumes and moves. Tasty.

VIB RIPPLE

Recognised as the 'official' sequel to PSone's *Vib Ribbon*, this obscure bounce-'em-up replaces the choonz of the original with digital photographs uploaded to your PS2.

GUNGRAVE 2

More cel-shading, as this super-cool arcade shooter returns with multiplayer options, secondary weapons (grenades, daggers, etc) and a neat RPG-lite upgrade system.

THE X-FILES

All the talented folk involved in the TV show's production have been recruited to produce this moody survival horror. Expect big, powerful torches, trenchcoats and darkness.

NARC

Midway's *GTA*-style homage to the arcade original lets you control an amoral cop partnership, busting dealers for kudos, or using their stash as power ups, like the bullet time-aping 'Weed Time'. Careful, mind, as characters will develop addictions.

KOEI
www.koei.co.uk

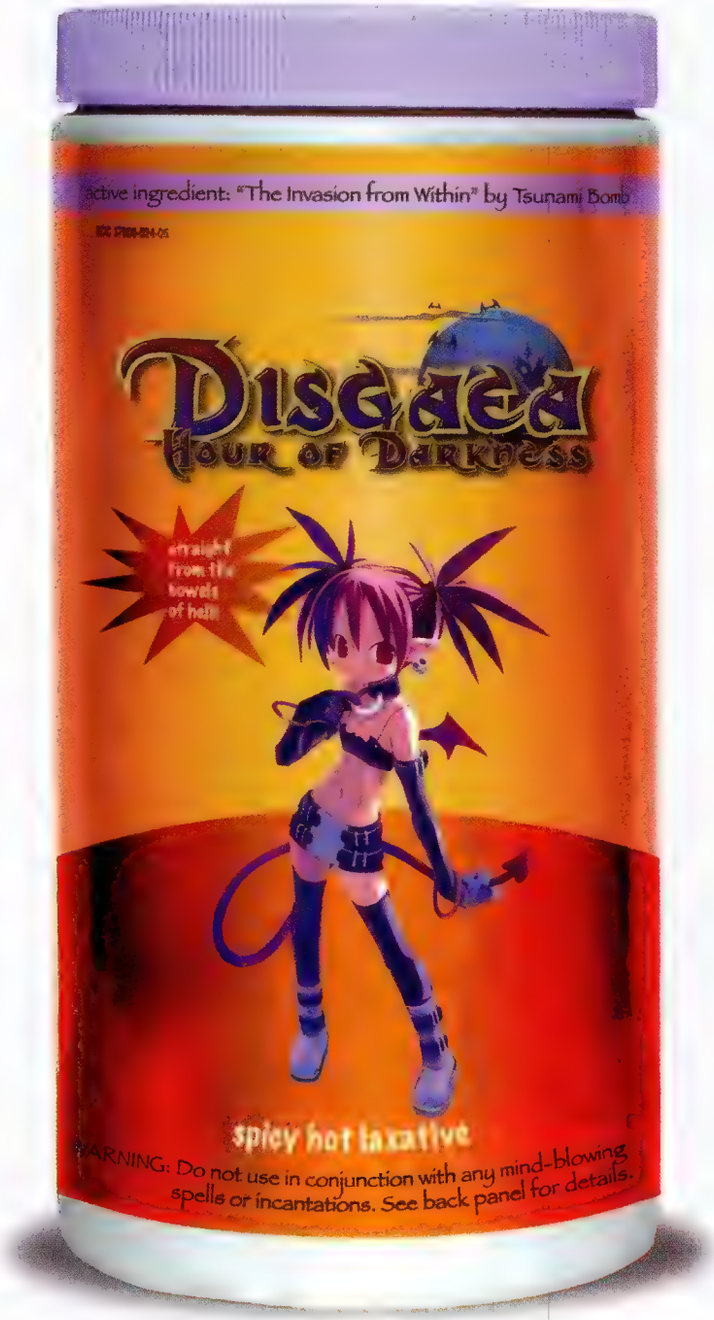
Because even the strongest heroes need help sometimes

"9 out of 10" – Edge
"9 out of 10" – Games ™

Over 40 Hours of gameplay with multiple endings!

Unleash over 100 mind-blowing spells and special skills to lay waste to your enemies!

Dynamic Battle System: Switch your characters in and out of battle to match the strengths of your toughest opponents!


active ingredient: "The Invasion from Within" by Tsunami Bomb
Disgaea
Hour of Darkness
straight from the bowels of hell!
spicy hot laxative
WARNING: Do not use in conjunction with any mind-blowing spells or incantations. See back panel for details.

"Disgaea is without doubt the defining moment in turn based strategy"
– Games ™

Customise your army with over 150 character classes and monsters!

New Formation Attack System allows up to 4 of your characters to do quadruple the damage on one enemy!

Never before seen gameplay elements add a new dimension of strategy!

Get regular. Get Disgaea.

Available May 28th

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日本一 SOFTWARE

PlayStation.2

CAMOUFLAGE INDEX: EXPLAINED!

Snake has eight unique outfits, some better suited for, say, stalking through long grass; others for ducking behind trees. Look how your choice of outfit affects your visibility in the leafy situation below. The higher the %, the better the camouflage.

FACE PAINT!

Snake needs to match his face paint to his outfit to obtain a 100% Camouflage Index – meaning he's invisible to guards even within bristling distance of his beard.

NEW STAMINA SYSTEM!

Certain activities – like the safe, but tiring Stalk move – drain Snake's Stamina meter. He'll also be affected by temperature, so, for example, going topless in the cold drains your strength.

EAT TO SURVIVE!

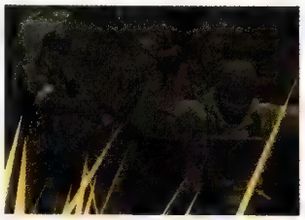
"Snake can eat birds, frogs, scorpions, fish, alligators and mushrooms", revealed Kojima. As the game progresses, he'll develop favourite foods, which provide a greater stamina boost. Nice touch.

HOW TO GET YOUR DESIGN IN MGS3

Konami will be announcing full details at in May E3, but entries will be submitted to their website, with winning designs appearing in the finished game. Judging criteria? 1) Effectiveness 2) Funny concepts and 3)Cool Ideas. We were shown a comedy outfit covered in toy ducks. Useful if, er... Snake gets trapped in a child's bedroom? Or something. Don't laugh – Kojima only half joked that this outfit might be useful underwater. The crazy fool.

MGS3 NEEDS YOU!

Metal Gear Solid 3 camouflage system revealed – and Konami need YOU.



Metal Gear guru Hideo Kojima is calling it 'Camo Stealth', but let's be honest – it's more like *fashion maths*. Example? Olive Drab + Black Facepaint + Stalk = 45% Camouflage rating. Fire Drab + Lie Down + ... er, we better explain.

Rather than use a 'black and white' stealth system like *Manhunt* (where you're either hidden or visible), *MGS3* lets you mix and match outfits to provide different levels of camouflage for each situation. Complex? Nah. Your camo index (from 0-100%) is clearly flagged, with Snake changing togs in an instant. For example, you're much less visible lying down in the grass with leaf pattern clothes, than running around in the fire costume. Better yet, Konami need you to design new costumes for Snake. Kojima will be announcing a competition at E3 (similar to the dog tags compo for *MGS2*) that lets you put your designs in the game. We've outlined the new *MGS3* hard facts and – potentially explosive – gossip below. Keep 'em peeled...

CROC ALERT!

In one new scene, Snake crawls through a hollow log, half-emerging on the far side wearing the infamous crocodile head (from the last trailer). The guards panic and run. Fools.

ENEMIES WORK IN TEAMS!

Guards will be alerted by small things like footprints in the grass, or the rustle of leaves. They'll hold point while their allies make reconnaissance patrols. Standard guards can't stalk or hide, unlike bosses later in the game.

BEWARE: SPOILERS!

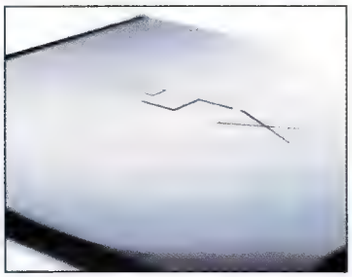
Kojima recently dropped a hint when asked if the game was actually set in the 1960s – as everyone assumes. "I'm sure your imagination is correct, but we'll talk about it at E3. He will not hop on a time machine and travel back in time." Given Kojima's delight in delivering the unexpected, the following twists are plausible.

THEORY ONE:
You play as the future son of Snake (or a clone), duped into thinking he's Big Boss in the '60s, in order to extract vital info from his deepest memory that only Big Boss would know. The *MGS3* website talks about going "Back to the origin", "True Espionage" and "Survival of the Snakest", suggesting our hero's being manipulated by a higher power.
Probability:

THEORY TWO:
Snake (or whoever) isn't really in the jungle in the 1960s, but in a future virtual reality training room. This ties in with Raiden's VR training experiences in *MGS2*. Just imagine getting to the end of the jungle caves, entering a door... and emerging on a spacecraft.
Probability:

STEALTH MOVES: REVEALED!

Snake's Camouflage Index is directly influenced by his stance. As well as old moves like crawling and crouching, Snake can hang from trees and stalk – a stealthy new move which drains stamina levels.

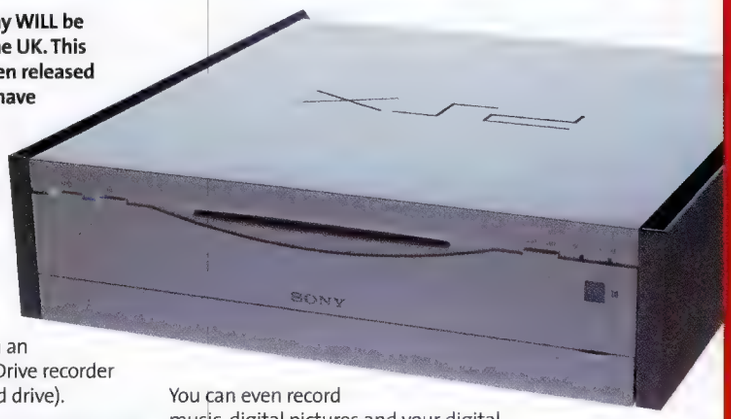


PSX + UK = GR8

Sony's bling PS2 **multi-monster** finally gets confirmed **UK release**

Good news for rich people – Sony WILL be releasing the PSX console in the UK. This gorgeous, hybrid beast has been released in Japan already (where sales have been described as 'steady to disappointing') but a UK release hung in the balance – until now.

The machine is basically what happens if you take a DVD-R recorder (which can play and record DVDs), a PS2 (which plays PSone and PS2 games), a Network Adapter (which lets you play online PS2 games), a CD player (which... plays CDs) a TV tuner (which lets you plug in an aerial and other video gubbins) and a Hard Drive recorder (which can record any of the above on a hard drive).



You can even record music, digital pictures and your digital home movies on the machine's hard drive, do your own edits and burn your own music and video CDs and DVDs. It really does do the lot.

So if you were looking to get a DVD-R to replace your old VHS (as so many people are) and want to splash that bit extra to replace your PS2 too then this is the box for you. That said don't expect Currys on the high street to be bulging with the things as Sony expect a slow, steady pick up for such a premium product.

Things are mightily rosey then... apart from some shortcomings with the Japanese unit that hopefully will be fixed before the UK release later this year.

PSM RECKONS *Everyone wants to replace their video with a DVD-R and being able to do a whole lot more besides makes it a real one-box-solution. However do you really want another non-integrated box and remote to go with your Sky box and VHS? Imagine the SCART nightmare of recording Friends on the PSX and Ground Force on the video? We'll be getting to grips with the machine next month.*

WHAT WE WANT PSX TO DO

Put these extra bits in and we'll all have one

How about a new built-in wireless network adapter, with a receiver box that plugs into you line remotely – now you can put your PSX under your (massive silver) telly and not worry about running a lead upstairs to you broadband connection

Set the memory card slots further back so that the flap – which covers the ports and keeps everything neat – can still shut with a card inserted.

Use a new wireless joypad (TBA). Or at least include special PSX pads in the box (two, of course) that have extra-long leads on them. If you can afford a PSX the chances are you've got a big living room.

How about Sky Plus compatibility? Sony have made a Sky box in the past so building it into PSX would allow you to ditch your existing ugly Sky box. Just plug in the dish cable and get all the benefits of Sky Plus PLUS PSX's abilities.

HEY MR SONY! NICE PSX, BUT FIX THIS NOW!

Can't play CD-Rs or CD-RWs? What? And it can't play MP3 CDs? Get with the program, Grandad.

Just what is that 'Network' modem built in there? Once thing's for certain, it currently doesn't let you play PS2 network games. Get it sorted eh?

You should be able to use re-usable DVD-RWs (play and burn them) as well as 'write once' DVD-Rs. Sure the drive lets us record over and over again but we can't just keep splashing for DVD-Rs y'know.

What's with the burn speed? A 12x burn time (12 times as fast as realtime) is slow these days. We need to write DVD at 24x or nothing.

Don't bother with the 160Gb model over here. Just give us the big fat 250Gb version capable of recording over 300 minutes (5+ hours) of video.

And don't make it a penny more than £399 or you won't sell any. Thanks.

ZONE OF THE SPENDERS

In this 'zone' we let you know what games to 'spend' your money on. Do you see what we've done there?

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

APRIL 9TH

World Championship Rugby – Acclaim	
£39.99	Review score – 55%
Alias – Acclaim	
£39.99	Review score – 79%
Big Game Hunter – TBC	
£19.99	Not yet reviewed
RPM Tuning – Wanadoo	
£24.99	Not yet reviewed

APRIL 16TH

Headhunter Redemption – Sega	
£39.99	Not yet reviewed
Ico – To Honour – Sony	
£39.99	Review score – 71%
Teenage Mutant Ninja Turtles – Konami	
£39.99	Review score – 58%

APRIL 30TH

Champions of Norrath – Ubi Soft	
£39.99	Review score – 82%
Drakengard – Take 2	
£39.99	Not yet reviewed
Fight Night 2004 – EA	
£39.99	Review score – 88%
Goblin Commander – Jaleco	
£39.99	Review score – 65%
Hitman Contracts – Eidos	
£39.99	Not yet reviewed
Hyper Street Fighter II – Capcom	
£19.99	Review score – 66%
Red Dead Revolver – Rockstar	
£39.99	Not yet reviewed
Riding Spirits 2 – BAM!	
£39.99	Not yet reviewed
Eternal Quest – THQ	
£39.99	To be reviewed
Rollercoaster World – Midas	
£39.99	Review score – 50%
Star Trek: Shattered Universe – Take 2	
£19.99	To be reviewed
Firefighter FD18 – Konami	
£39.99	To be reviewed
WWZero: Iron Storm – Rebellion	
£39.99	Review score – 74%

MAY 7TH

UEFA Euro 2004 – EA	
£39.99	Not yet reviewed
Deadly Skies 3 – Konami	
£39.99	Not yet reviewed
The Suffering – Midway	
£39.99	Review score – 86%
Van Helsing – Vivendi	
£39.99	Not yet reviewed

MAY 14TH

Singstar – Sony	
£39.99	Not yet reviewed
X-Files Resist or Serve – Vivendi	
£39.99	Not yet reviewed

MAY 21ST

Harry Potter: Prisoner of Azkaban – EA	
£39.99	Not yet reviewed

Available April 2004

ALIAS

Danger Around Every Curve

She's a stealth bombshell with spy skills. A covert agent with kung-fu moves. For Sydney Bristow life is the deadliest of games - one of infiltration, espionage and action. Now her mission is yours. Go deep into her dangerous world and unlock the secrets behind TV's hottest sensation.

BASED ON AN ORIGINAL STORY FROM THE CREATORS OF THE SMASH HIT TV SERIES FEATURING JENNIFER GARNER

12+ Touchstone Television BUENA VISTA INTERACTIVE abc PlayStation.2 XBOX PC CD ROM Acclaim

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Fionne
I can only do this once, because
e this item I got from
LOSING THE PLOT: The story is advanced through these mid-battle cutscenes. Nice artwork.

THE MOST ADDICTIVE GAME ON PS2?

Stop laughing. This collection of blobs and squares might ruin your social life. Okay, so it looks rank – but so do prunes, and we love them!

Are you paying attention? 'Course not. You're dying to look at that man in the stupid suit below, aren't you? We're as guilty as the next person for casting things aside when they look a bit shabby. We were literally seconds away from tossing *Disgaea* on the virtual slagheap when the buzz surrounding it suddenly permeated the office. Two hours later, our cynicism was well and truly quelled. Even with piss-poor visuals, this is addictive in every sense of the word.

Disgaea's an odd one. Gameplay is in the same vein as the illustrious *Final Fantasy Tactics* (superficially at least), but it's interspersed with traditional RPG elements that take place in the game's 'hub' – ie. the place where you heal, interact with other characters, recruit fighters and buy items. You can also create and name your own characters by selecting a base class and tinkering with their statistics. More fun than it sounds, believe us.

The combat is relentlessly addictive and you'll need a fair amount of tactful thinking to succeed. Turn-based virgins might find the reams of stats and slow-paced scrapping intimidating, but you'll be hacking and slashing in no time.

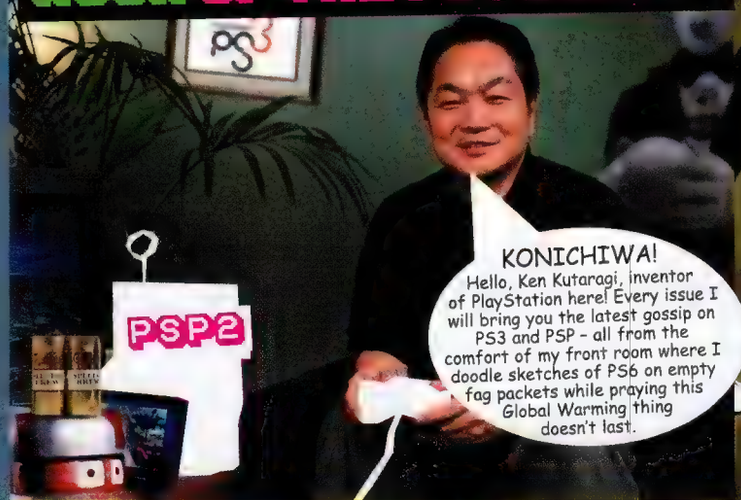
PSM RECKONS *If you've ever enjoyed a turn-based RPG like* Final Fantasy, *you'll* love *this. With hundreds of main missions and a level cap of 10,000, we reckon this could be as life-sapping as RPG gaming gets.*

GRID LOCK: Battles take place on an isometric pseudo-2D grid. Actions go through a menu.

Gran Turismo Prologue will get a UK release in late May 2004 (a Japan-only cut down demo of _GT4_, scored 83% in PSM2#45) The PAL release will include a 'Making Of GT4' DVD, with a budget price of £15-20. So, when's the proper _GT4_ coming out? This stop gap release points to Christmas…

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!


PS3
PSP2
KONICHIWA!
Hello, Ken Kutaragi, inventor of PlayStation here! Every issue I will bring you the latest gossip on PS3 and PSP - all from the comfort of my front room where I doodle sketches of PS6 on empty fag packets while praying this Global Warming thing doesn't last.

As the mighty Spiderman told us, "With great power, comes great responsibility," so it *must* be good news that we're responsible for delaying the European release of PSP until 2005. That makes us strong like Hulk, I reckon. Or at least a potent cheese. But, anyway, the rumours that we haven't got enough games ready for the PSP's launch (and that developers are reluctant to commit until the machine is established) are rubbish! Unless I can claim personal responsibility, making myself strong like Thor. (GOD OF THUNDER!)

More bad news! PS3 probably WON'T be at E3. We'll be focusing on the – delayed, but probably brilliant – PSP, and posh-DVD-recorder-turned games-machine PSX which will – yay! – get a European release in 2004. Oh, and we'll confirm the sub-£100 PStwo. With three new bits of hardware on the horizon, a PS3 announcement would confuse people, see. I may have some screenshots of PSP next issue, but – bwah – see you next issue!

"Greeting humans!
It is I, Ratchet, hard at work pounding the streets promoting my splendidly-named threequel 'Ratchet and Clank 3: Up Your Arsenal'. Oh my! Yes. Anyway, the biggest news concerning the game is some all-new multiplayer action! We've got four-player splitscreen and eight-player online games, complete with Halo-esque vehicles that'll take both driver and gunner!"
"Sweet fancy Moses! Plus there's the possibility of co-operative online action and microbot-style henchthings to order around. Sounds good, eh? You can see exactly how good come winter, when the game gets released. Ciao!
Shitting Christ, it's hot in this frigging chimp-suit...
What? Is the mic still on? Arse."

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PLAY FOOTBALL FOR FUN AGAIN
THIS - IS - FOOTBALL / 2004
THIS IS EVERYTHING WE LOVE ABOUT FOOTBALL. HAVING A KICKABOUT WITH YOUR MATES, UP TO 4 ON 4 ONLINE, IN THE WORLD'S BEST LEAGUES, WITH THE LATEST LINE-UPS AND MANAGEMENT TACTICS. IT'S THE COMPLETE FOOTBALL GAME, JUMPERS NOT INCLUDED.
PUMA
PlayStation 2
fun, anyone?
PlayStation 2

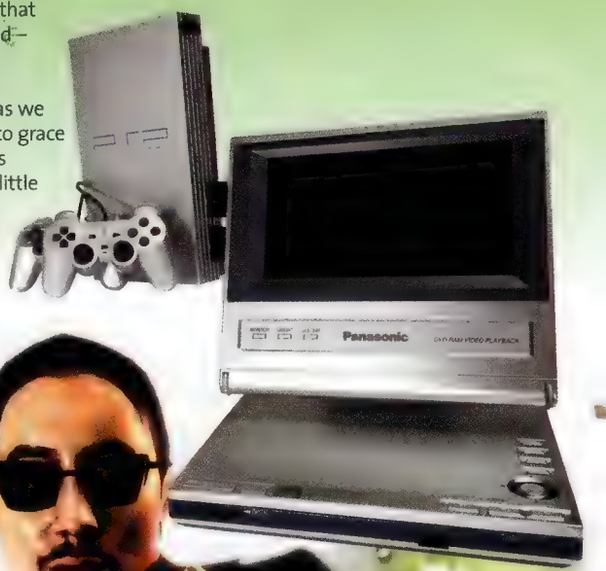
ATARI

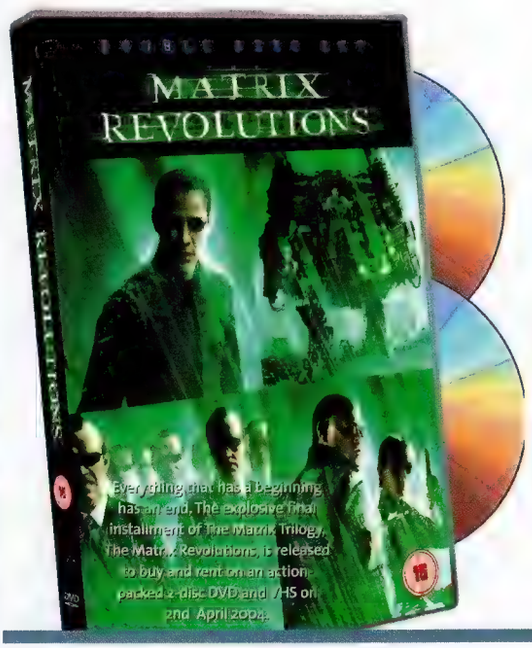
WIN! MATRIX GOODIES GALORE!

We've got a silver PS2, a handheld DVD player and squillions (well, ten) copies of Enter The Matrix and the Matrix Revolutions movie DVD up for grabs. Yowsah!

Figured the Matrix out yet? Nope, neither have we. Except for the stuff about humans being allowed the illusion of choice and free will. And the fact that machines will eventually EAT US ALL. Oh, and Monica Belluci's dirty pillows. There's nothing too mysterious about them, eh? But what the frick was the ending of Matrix Revolutions all about, eh? Hmm? The Architect and the Oracle wibbling some nonsense at each other, a little kiddie program twiddling with the sunrise... it's just possible that the Wachowskis made it all up as they went along. Unless we're just really, *really* stupid. (But if you reckon you have got it all licked, then that's going to help you...)

However, despite being, in the end, rather too vague for its own good, the Matrix trilogy remains a cracking and intelligent slice of modern SF. Any films that leave you racking your brain down the pub as to what was going on has to be doing something constructive to your mind-nodes. And what about *Enter The Matrix*, the game that filled in the gaps of Matrix Reloaded? Generally good – especially for the bit with the ladies kissing. Cough. Anyhow, with the re-release of *Enter The Matrix* on Platinum, and the Revolutions DVD hitting shelves as we speak (or, more accurately, type) Atari have seen fit to grace us with a whopper of a compo celebrating all things Wachowski. Praise the sweet baby Jesus and all his little wizards! And what have they got? Check this stash out: first prize gets a gloriously futuristic silver PS2, a handheld DVD player, and a copy each of *Enter The Matrix* and The Matrix Revolutions DVD. Hot damn! Nine runners-up each get a copy of Enter The Matrix and The Matrix Revolutions DVD. Not frikkin' bad, eh? Nope, not at all.




MATRIX
REVOLUTIONS
Everything that has a beginning has an end. The explosive final instalment of The Matrix Trilogy, The Matrix Revolutions, is released to buy and rent on an action-packed 2-disc DVD and VHS on 2nd April 2004.

HOW DO I WIN?

Easy. Well, not so easy, as this is a competition after all. We want you to put a bit of effort in for this compo – use the ol' mind-battery, so to speak. Ready? Good.

We want you, in less than 100 words, to tell us what exactly happened at the end of Matrix Revolutions. What was the deal with the Architect and the Oracle? What happened with Smith and Neo? Did Neo's apparent death (or is he dead, eh?) trigger a new iteration of the Matrix? Tell us. Tell us The Truth. The most convincing (or entertaining) explanation gets first prize and nine runners-up get the game and DVD. Best get scribbling, eh?
Send your explanations to: 'Matrixplanation', PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BANES, BA2 2TB. Closing date for entries is 6th May.

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WHAT IS THE MATRIX?

A selection of the PSM2 overmind's best theories...

DAN G

"Simple. The war isn't really over. As soon as the film ended the machines thought 'pathetic meatlings' and finished all the survivors off. Especially that frikkin' annoying kid. Tsk."

JORIN

"Sorry, I couldn't remember anything other than the leatherwear and Belluci's fantastic doughbags. Hoo-boy, they be sweet puppies indeed."

DAN D

"The survivors, unbeknownst to them, form the core of people needed to kick off a new version of the Matrix. The humans were simply made to believe they'd won the war to give them hope. Twats."

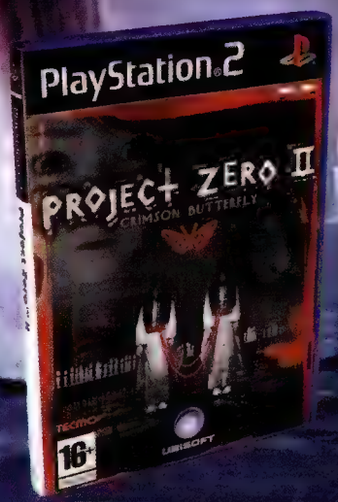
MILF

"Friggin' nora! Darth Vader is Luke Skywalker's *father*! I What? The Matrix? Oh, er, right. Um. Was it all a dream?..."

"One of the scariest games to date"
C&VG

PROJECT ZERO™ II
CRIMSON BUTTERFLY

"Wrings fear, dread, revulsion, apprehension and panic from you"
EDGE



Sequel to the most frightening game of all time.
WARNING
Do not play this game alone.

TECMO

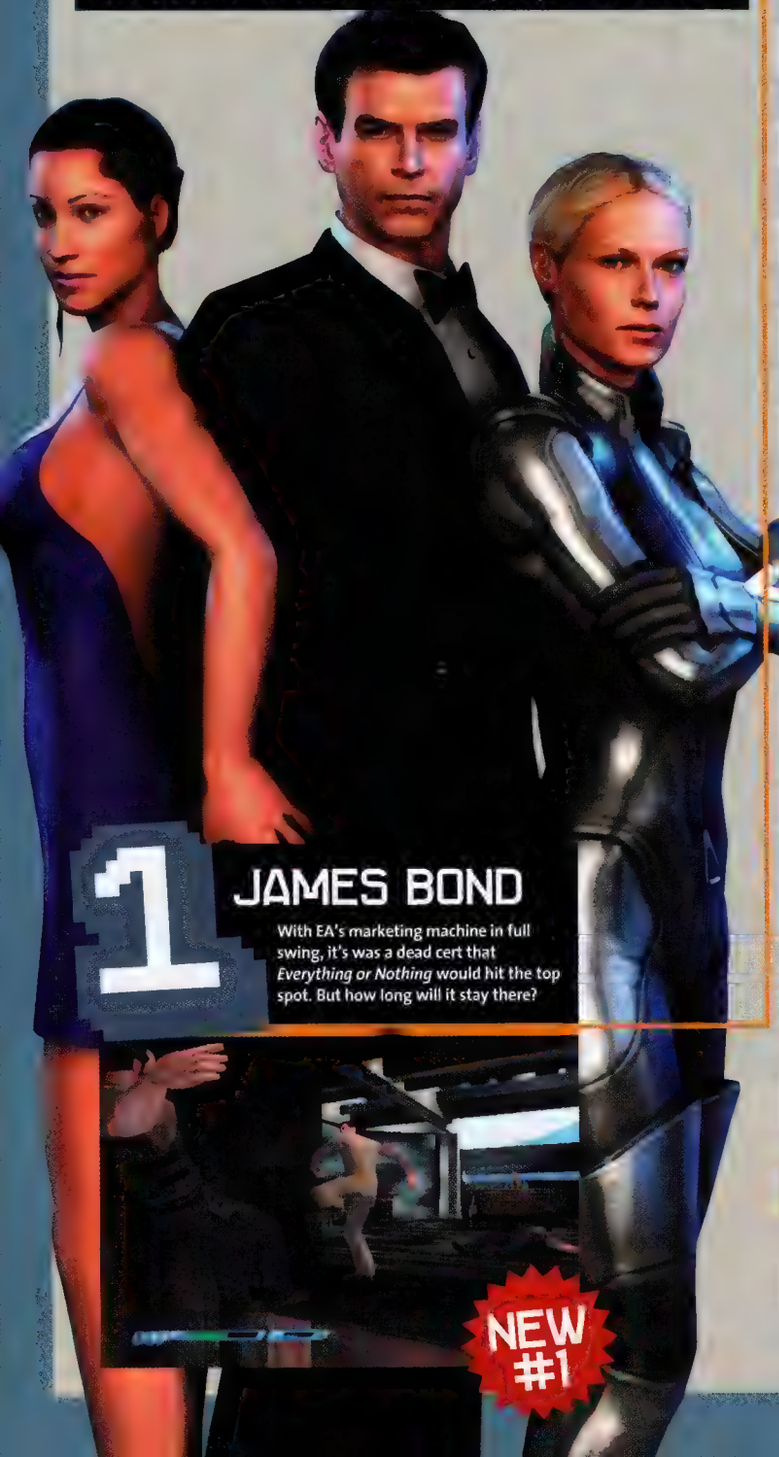
UBISOFT

PlayStation.2

www.projectzero2.com

TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape the next issue!



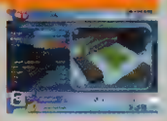
1 JAMES BOND

With EA's marketing machine in full swing, it's was a dead cert that *Everything or Nothing* would hit the top spot. But how long will it stay there?

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	-	007: EVERYTHING OR NOTHING ■ Developer:EA ■ Publisher:EA	77%
2	-	LMA MANAGER 2004 ■ Developer: Codemasters ■ Publisher: Codies	87%
3	1	SONIC HEROES ■ Developer: Sega ■ Publisher: Sega	66%
4	-	SOCOM 2: US NAVY SEALS ■ Developer: Sony ■ Publisher: Sony	90%
5	-	CRICKET 2004 ■ Developer:EA ■ Publisher: EA	-
6	-	FINAL FANTASY X-2 ■ Developer: Square ■ Publisher: EA	83%
7	4	THE SIMPSONS HIT AND RUN ■ Developer: Radical ■ Publisher: Vivendi	77%
8	2	NEED FOR SPEED: UNDERGROUND ■ Developer: EA ■ Publisher: EA	86%
9	8	FIFA 2004 ■ Developer: EA ■ Publisher:EA	86%
10	6	EYETOY: PLAY ■ Developer: SCEE ■ Publisher: SCEE	82%
11	-	BAD BOYS 2 ■ Developer: Blitz ■ Publisher: Empire	51%
12	7	LOTR: RETURN OF THE KING ■ Developer: EA ■ Publisher: EA	86%
13	28	FINDING NEMO ■ Developer: THQ ■ Publisher: THQ	71%
14	7	THE SIMS: BUSTIN' OUT ■ Developer: EA ■ Publisher: EA	70%
15	9	MOH: RISING SUN ■ Developer:EA ■ Publisher: EA	83%
16	-	MAFIA ■ Developer: Gathering ■ Publisher: Take 2	79%
17	14	WWE SMACKDOWN: HCTP ■ Developer: Yuke's ■ Publisher: THQ	88%
18	18	PRO EVO SOCCER 3 ■ Developer:Konami ■ Publisher: Konami	96%
19	15	TIGER WOODS PGA TOUR 2004 ■ Developer: EA ■ Publisher: EA	81%
20	12	LOONEY TUNES BACK IN ACTION ■ Developer: EA ■ Publisher: EA	-
21	19	TRUE CRIME: STREETS OF LA ■ Developer: Luxoflux ■ Publisher: Activision	74%
22	20	TONY HAWK'S UNDERGROUND ■ Developer: Neversoft ■ Publisher: Activision	92%
23	10	GTA: VICE CITY ■ Developer: Rockstar ■ Publisher: Rockstar	97%
24	13	EYE TOY: GROOVE ■ Developer: Sony ■ Publisher: Sony	68%
25	21	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher: Rockstar	97%
26	17	SSX3 ■ Developer: EA ■ Publisher: EA	94%
27	23	HARRY POTTER: QUIDDITCH CUP ■ Developer: EA ■ Publisher: EA	65%
28	25	MANHUNT ■ Developer: Rockstar ■ Publisher: Rockstar	91%
29	22	MAX PAYNE: TFOMP ■ Developer: Rockstar ■ Publisher: Rockstar	65%
30	16	LEGACY OF KAIN: DEFIANCE ■ Developer: Crystal Dynamics ■ Publisher: Eidos	79%
31	27	TOTAL CLUB MANAGER ■ Developer: EA ■ Publisher: EA	67%
32	34	DRAGON BALL Z: BUDOKAI 2 ■ Developer: Bandai ■ Publisher: Atari	70%
33	5	BALDUR'S GATE DARK ALLIANCE 2 ■ Developer: Black Isle ■ Publisher: Acclaim	82%
34	30	CRASH NITRO KART ■ Developer: Vivendi ■ Publisher: Vivendi	68%
35	31	RUGBY 2004 ■ Developer: EA ■ Publisher: EA	80%
36	33	CONFLICT: DESERT STORM 2 ■ Developer: Pivotal ■ Publisher: SCi	88%
37	29	XIII ■ Developer: Ubisoft ■ Publisher: Ubisoft	87%
38	40	ENTER THE MATRIX ■ Developer: Shiny ■ Publisher: Atari	81%
39	37	SOUL CALIBUR 2 ■ Developer: Namco ■ Publisher: EA	93%
40	38	YU-GI-OH! DUELLISTS OF THE ROSES ■ Developer: Konami ■ Publisher: Konami	42%

02 LMA MANAGER 2004

Straight in at number two for Codie's footy manager sim. Not too shabby at all, we think you'll agree.



06 FFX-2

Square's latest can only make it to number six, beaten out by *Cricket 2004*! Can *Final Fantasy* be losing its touch, or is it just this isn't a 'proper' FF?

24 EYE TOY: GROOVE

It stiffed like an old turd on its release but TV advertising and the popularity of the 'Toy hardware means it's still doing pretty well.

37 XIII

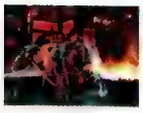
XIII is an astonishingly beautiful game, but that isn't enough to save it. Like *Prince of Persia*, which has slipped away, it seems originality doesn't sell...

AMERICAN TOP 5 PS2 GAMES

1	NFL STREET	Developer: EA Publisher: EA
2	NEED FOR SPEED UNDERGROUND	Developer: EA Publisher: EA
3	TRUE CRIME: STREETS OF LA	Developer: Luxoflux Publisher: Activision
4	BALDUR'S GATE: DARK ALLIANCE 2	Developer: Interplay Publisher: Interplay
5	SOCOM 2: US NAVY SEALS	Developer: Zipper Publisher: SCEA

JAPANESE TOP 5 PS2 GAMES

1	ONIMUSHA 3	Developer: Capcom Publisher: Capcom
2	SENGOKU MUSOU	Developer: Koei Publisher: Koei
3	WINNING ELEVEN 7	Developer: Konami Publisher: Konami
4	GHOST IN THE SHELL	Developer: Sony Publisher: Sony
5	SD GUNDAM G GENERATION SEED	Developer: Bandai Publisher: Bandai



Capcom's latest zooms straight to the top of the Japanese charts, which is as it should be. There's no change in the US charts though.

MOST WANTED

THIS MONTH:

ARNIE JONES FROM RICHMOND, NORTH YORKS

Tell us what games you want to see and we'll get 'em for you!

1	GTA: SAN ANDREAS	Developer: Rockstar Publisher: Rockstar
2	THE SUFFERING	Developer: Midway Publisher: Midway
3	KILLER 7	Developer: Capcom Publisher: Capcom
4	VIEWTIFUL JOE	Developer: Capcom Publisher: Capcom
5	SECOND SIGHT	Developer: Free Radical Publisher: TBA

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be the best PlayStation 2 Magazine In The World Ever, but wished that we'd done a *bit* more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name .....

Address .....

.....

.....

What do you want? .....

.....

.....

10 THINGS YOU MUST DO THIS MONTH

1	Buy some chaps and get with the cowboy cool – *Red Dead Revolver*'s on the way. Man.
2	Alternatively, *don't*. Unless you look like Clint Eastwood and live in, ooh, Montana.
3	Pace up and down until *Onimusha 3* gets a UK release.
4	Buy a nice light jacket and new pair of trainers for when Spring finally arrives.
5	...And if the sun's coming out it's probably time to lose the winter spare tire, eh?
6	Go buy or rent Spirited Away on DVD. It's frickin' fantastic, so it is. No word of a lie.
7	Try to undress women with the power of your mind, in anticipation of *Second Sight*.
8	Finally admit that you kinda fancy Miriam from *There's Something About Miriam*.
9	Dust off the the old multitap 'cos *Mashed* is coming to town.
10	Watch shitloads of horror films to get you nice and desensitized for *The Suffering*.

5 THINGS TO DO... TO GET THE FULL 'WORKING ON PSM2' EXPERIENCE

1	Make the tea. Unless you're Milf, who never ever makes the tea ever. He drinks it though. Oh yes.
2	Put a load of random numbers in order and weep like Jorin when he does Pro Dojo every month.
3	Immaculately sketch out a news flatplan *in pencil* – HB, natch – just like our own Dan D. Arty!
4	Endlessly debate which is the best Bond film. "It's got to be Moonraker. It's Bond – but *in space*!"
5	Forget to do something really trivial and send one (or more) members of the team over the edge.

TOP 10 DVDS

What's big in DVD movie rental

1	THE ITALIAN JOB
2	BAD BOYS 2
3	CABIN FEVER
4	SPY KIDS 3D: GAME OVER
5	ONCE UPON A TIME IN MEXICO
6	FINDING NEMO
7	LEAGUE OF EXTRAORDINARY GENTLEMEN
8	THE UNSAID
9	ALIEN
10	CONFIDENCE

OUT ON A RIM: One of the most obvious tweaks to the cars are the new detailed alloy wheels.
ROOF AND NAIL: There's plenty of action outdoors but off street level this time.

the get

The Getaway 2

The boys are back in town. The Getaway team are back on the streets of London and their game is looking meaner and sharper than ever...

Let's hit you with some facts. *The Getaway*: over one million copies sold world-wide [nods, approvingly]. They mapped 30 square kilometres of London down to the last bollard [eyes bulge in sockets]. It was three years in the making [does comedy double-take of disbelief] and cost [chokes on cat] five million quid. And, after all that in PSM2 issue 31 we scored it [rubs thighs in disbelief] 78%! That's £64,102 per percent! And 56p.

It's no wonder certain members of *The Getaway* team greet PSM2 with all the warmth of someone who's just buggered their gerbil. But we're here to see *The Getaway 2*, their new game – or at least we would be if they'd decided on a name yet. The video we see has 'For Internal Use Only' stamped across it and it looks pretty damn good. But the logo at the end says 'G2' – a name they use throughout the day. Interesting...

First thing we see is the flak-jacketed 'new' character, Mitch, a policeman in SO19 squad and the first character we play. He can jump, vault low walls, crouch, climb, sneak and peek and generally do everything the old *Getaway* characters could do plus a whole lot more. And, more importantly, do it a whole lot better. See, that was the main problem with *The Getaway* – the driving bits were fine, good even, but controlling your character out-of-car was like forcing an elephant made of butter through a particularly snug keyhole.

A new auto lock-on feature takes the tedious arm waving out of gun fighting. Plus, auto-jumping when you reach gaps between rooftops and more intuitive and natural wall-pressing and ducking for cover mean that you're no longer struggling to remember which button to press while you hopelessly amble around getting your ass shot off.

A typical Mitch level had our hero copper protecting a witness under attack at a safe house in a block of karncel (council) flahrts (flats). This time the police levels come first. The idea being that with his MP5 machine gun, bullet-proof flak jacket and pistol he's a lot easier to navigate through a gunfight than boxer Eddie – the second character who has to live by his wits, picking up the discarded guns of his enemies.

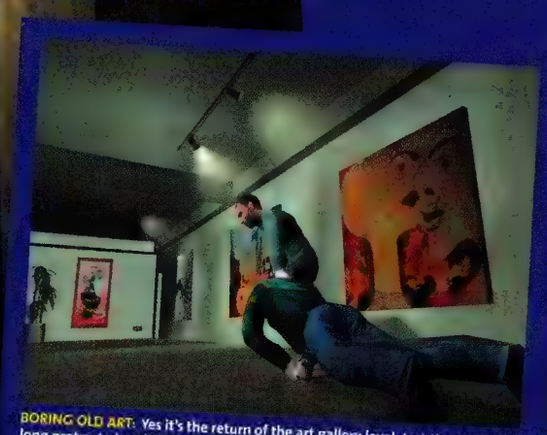
Further helping Mitch is the presence of his back-up squad who'll jog alongside and take out targets for him, but never so much as to let you hang back and take it easy. Eddie, on the other hand, is occasionally joined by a gang of hoods who'll do the same for him.

SECTIONAL HEALING

There's no change to the healing system. As you take damage, be it by fist or bullets, your clothing will become increasingly bloodstained a section at a time. Your movement animations also become increasingly doddery as you get close to death. However by 'resting' you can top your strength back up. Neat idea – even if the animation does still look like you're pausing to tug your old chap...

BIKER GROOVY: Yes, just like in *Driv3r* you can now hijack bikes too. And there's every model from scooters right through to massive Harleys.

DROP AND DRAG: Via *Hitman* 2-like 'ragdoll' physics you can drag away killed enemies.



BORING OLD ART: Yes it's the return of the art gallery level. Just the place for a long protracted multi-room shootout. Here's hoping it's not so fiddly this time.

LIGHT TIME, LIGHT PLACE: Every time you step into darkness Mitch automatically turns on his gun torch for a *Silent Hill*-style creepy effect.

The Getaway 2

The 'flats' level was huge – the on-foot scenes are easily four times the size of G1's warehouse and art gallery, say. The massive, multi-levelled buildings were linked by walkways and staircases with a playground and park in the middle and would have been easy to get lost in if it wasn't for the genius navigation system. No gigantic flashing *Everything Or Nothing*-style red arrows here, just doors left open or doors with windows. If you can't see through a door then you can't enter it – meaning you don't have to search 500 flats before you get to the right one. Plus a helpful police chopper overhead shines a searchlight at your target. Clever. And it was nice to see that *The Getaway* hasn't lost it's penchant for expletives – the target flat being decorated with 'Fuck Off Dealer Scum' graffiti. Nice.

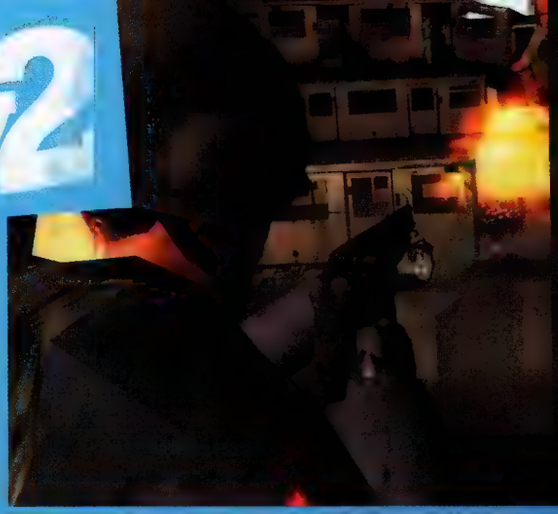
It was a great showcase for the new target acquire mode. Now just pressing L2 will let you lock onto the nearest target, making firefights a breeze – and the system is way smarter than last time; guiding you to the nearest threat rather than have you shooting at the horizon while copping it in the back. Also notable were the new walk and creep animations – three different motion-captured loops that seamlessly blend together allowing you to go from a stop to a run with infinite degrees in between. G1 characters are as stiff as boards in comparison. And much praise goes to the new torch effect – when you enter a dark area you automatically switch on your gun-mounted torch, illuminating a sp in front of you and casting bold shadows all around.

Next we were shown the new vehicle modelling system in the game. Thanks to having more time, more experience, better tools and a better game engine to fling the whole lot around, it's incredible how much detail they've now managed to pack into the (all officially licensed) cars. We saw S-class Mercs from the previous game shown up for lumpy, boxy nobodies by their swish, sparkly wheel-rimmed new G2 counterparts. Heck, even the vans look sexier. See-through windows, massively over-the-top reflective light mapping and a hugely improved crumple system (yes, you can bash the hell out of every vehicle in the game) mean the action looks loads better even without a side-by-side comparison with *Getaway 1*.

Like *G1* there'll be no on-screen display, but we're promised that the flashing indicator system of telling you where to go (the indicators flash to show left or right) has been fixed so that it'll take you by the best route and won't leave you in the dark at T-junctions this time around. Plus you can now look left and right from your ride with the shoulder buttons (and if you hold both you get a view behind you). Sounds like someone's been listening.

It's not all four-wheeled fun. This time there's bikes in the game – look out *Driv3r*. And, if anything, the bikes look *even better* than the cars. There are only fractionally less polygons in the bikes, with the in-game model looking for all the world like a full-blown render. And, like *Driv3r*, they've employed a team just to cope with the bike physics. We saw suspension bobbing and bucking ►

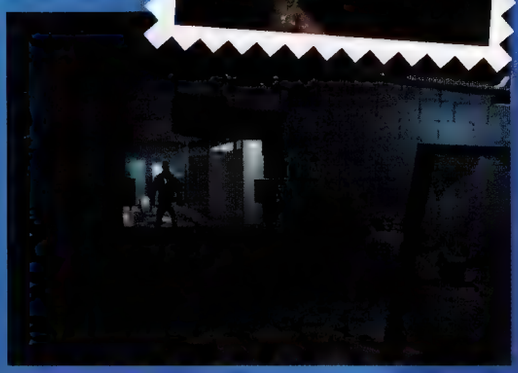
"THE MOTORBIKES WILL LET YOU DART DOWN A NARROW BACK-ALLEY WHERE FAT CARS CAN'T FOLLOW"



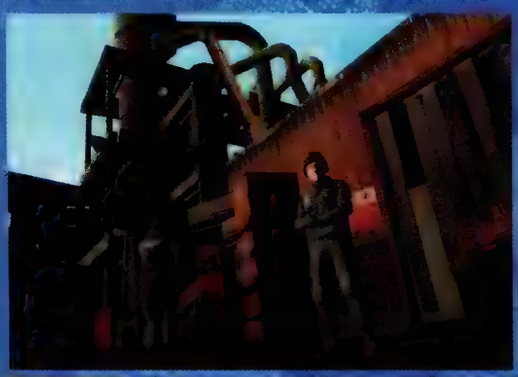
FORTA NABBING: As a cop Mitch is more concerned with capturing bad guys than just shooting them in the face. Pity about setting off this explosion then.

PROPS AND ROBBERS

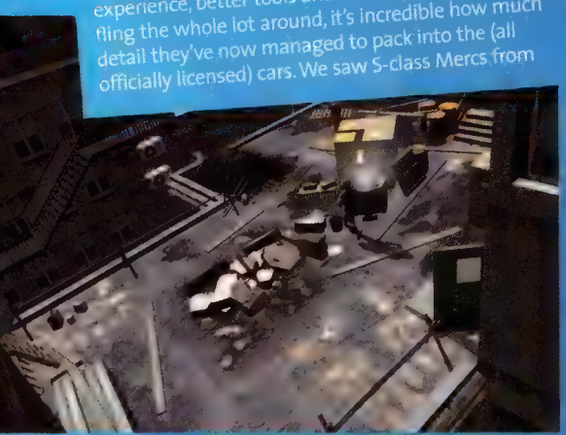
Keep an eye out for lots of set-piece props lying around the levels. There's collapsing scaffolding (which considerately waits until you're looking at it before it falls down), swinging punch bags in the gym (that can be set swinging by physical blows and gun fire), and huge piles of realistically-tumbling boxes to drive or ride through.



A SQUAT IN THE DARK: The ability to hide and peek out from behind cover feels more natural this time around. There's no longer multiple buttons to hit.



SQUAD STEWARD: You're part of the SO19 combat group – armed police who work as a team (though your buddies always make sure you're up front).



HOME ON THE RANGE: This time the camera can hang further back from the action to give you a wider view of what's happening and where you should go.

JUMP AND GRIND: The new jumping moves are [illegible] – just drive your char[illegible] edge and he'll go for it.

MITCH VERSUS EDDIE

Once again *G2* is a game of two halves. This time they're the other way around though. The first character you play is Mitch, the SO19 cop. He has two guns (an MP5 machine gun and a pistol) and a flak jacket to protect him from enemy fire. He also has his buddies with him for many of the on-foot sections. They provide some protection and will take out targets autonomously. Plus there are nine Mitch levels and nine Eddie levels. Eddie the boxer is the hardman character this time around. He has no protection (but by the time you get to play him, however, you should be pretty handy in a fight) and no weapons at first. Fortunately he can pick up any guns he finds.

The story of both characters intertwine, so gaps in the Mitch story are filled in when you play through as Eddie. Also, some levels are flashbacks, so there's always plenty of [illegible] – cutscenes between levels [illegible] – giving at least some sense of freedom.

As for the plot; it's still top secret but expect a return of the Yardie gang featured in the first game and main man Jamahl, who escaped from the ship at the end of *Getaway 1*.

AMAZING THINGS THEY TRIED TO HIDE*

(* but massively didn't)

With the game still deep in development there were plenty of secrets the team didn't want to tell us yet. Here's what they spilled:

The ability to play each mission in lots of different ways.
There's a lot more freedom in the path through each mission – even the heavily scripted on-foot missions too. The gameplay will change depending on how you play a level – so expect an opportunity for smart players to avoid a fuss by taking a sneaking route round the threat, while action lovers can blunder straight in.

You'll be joined on missions by buddy characters.
All four doors of the cars open allowing four of you to get in and out. So there's potential for armed robbery as a gang, getaway driving, hot pursuit and Heat-style, casualty-heavy street fighting. We like it.

You can shoot from inside cars and from the motorcycles.
We can't see how this'll work at present, but we can't imagine a massive *True Crime* gun sight... Being able to drive, ride and shoot at the same time is essential though. Plus, you can also be a passenger in cars and on bikes and open fire – possibly while an AI character takes care of the driving. Intriguing.

There's a third, girl character called Kim.
We saw a blacked-out animation test of a tall, thin girl with her hair tied in a ponytail (a favourite style of games developers unable to animate pesky hair). The name Kim was mentioned and we also heard talk of auditioning glamour models for an important role in the game. It's a tough job isn't it?

There are 13 weapons in the game.
Currently only Mitch's MP5 and pistol are complete, but with Eddie able to pick up any gun he finds, expect to see shotguns. How about a *Driv3r* grenade launcher? Or a room-clearing flame-thrower?

They've studied other 'groups of people' for bad guys.
We know the Yardies are in there, but there's another big group of bad guys in the story too. Who? They're not saying yet. How about a Triad gang or – better still – a major role for our Sicilian cousins, the Mafia? Mamma mia!

Use of the SOCOM headset?
With Mitch receiving info via his police radio headset, we asked whether the game planned to use the SOCOM USB headset to increase realism. Rockstar's *Manhunt* does this to great effect. However we were given a sharp 'No' in return. However, we think they doth protest too much...

There are extra unlockable game modes.
By doing well in the story mode you'll unlock extras and we're told that these will be 'centred around the driving experience'. So expect *Driv3r*-style pursuit tests and cone-dodging against the clock. Very nice, but we would love a taxi mode where you can take control of a humble cab and earn a few bob picking up fares and driving folk across London. Laarvely...

THE GETAWAY 2 TEAM SPEAKS

Making the mean streets of London a more fun place to be.

PSM2: You've already photographed and built London, so this game has been a piece of cake, right?
Naresh: Riiight... I think our focus this time around has been on gameplay, on creating interesting, exciting interiors and action that binds that together. Yes, we created London, but we're building on that. This one's more about gameplay and less about creating a great technical feat.
Peter: Originally there was talk of doing a mission pack for the first game. You could just build another bunch of missions on the same engine and that would have been relatively easy. But as soon as you go down that road you realise that there's so much more that you want to do because, as with any game, you never get to do what you wanted to do with the first game.

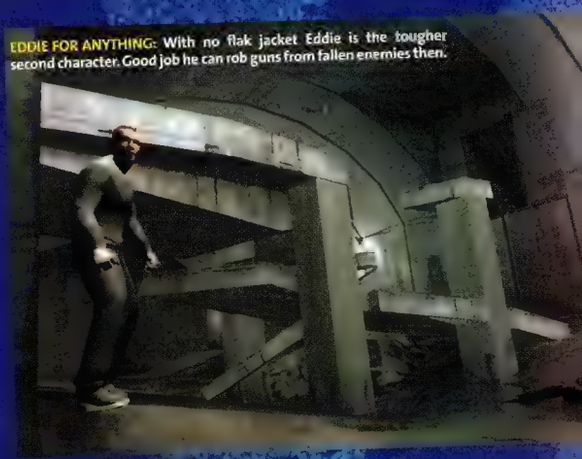
PSM2: What additional work to the London map have you done?
Naresh: We're adding a lot of back streets and alleys and we've refreshed a lot of areas. The art focus has been on building a whole bunch of new interiors. We didn't want to re-use any of the old interiors because they were part of the old story, so our focus has been on having the kind of scale that we'd imagined for the first game. But because we had to build the city as well it just wasn't manageable to have that interior detail.

Ravinder: We've been focussing on the interiors, but also on the alleyways to make the map a lot more fun. There's not a need for 'more map'. We want people to explore the map more. There's a lot of London in there and a lot of players of the first game will have only seen about 30% of what we put in there first time.

PSM2: The last game took you forever to complete – there were even rumours that it would be scrapped rather than finished. What's different this time?
Naresh: Last time we were pushing technical boundaries on every front. We were pushing what was possible and we took gambles and they didn't pay off. Additionally, the team has been ramped up to 40 or 50 people from day one, compared to 15 when *The Getaway* started. We know how to create this stuff now.

PSM2: Are there any actors returning to play parts in The Getaway 2?
Naresh: A couple. The Yardies are returning. They're still in London. The game is set two years on, so things have changed in the gang, but we'll see the return of Jamahl. The original idea was to continue the story and make it a true sequel, but we thought it was implausible for more stuff to happen to Mark Hammond! How unlucky can he be? London has the starring role. It's the stage on which we tell this story. Charlie's gang aren't in the sequel. The Soho gang are doing their thing. It's a progression of the story, but it's not really a sequel.

PHOTO LOVE: The G2 team love taking photos and have collected a whole new batch of London to put in to the game.


EDDIE FOR ANYTHING: With no flak jacket Eddie is the tougher second character. Good job he can rob guns from fallen enemies then.

PSM2: Tell us about the casting process
Naresh: It was long! A long, long process. We needed professional help, so we got a casting agent to help us out while the screenplay was being written. We went through a lot of auditions and this time around we were very aware that someone could act and someone could look good, but there were other things required for acting in this particular medium. And not all faces work well in a computer game. We had these problems with some of the actors in the first game – they look great in real life, but to get their presence into the game was difficult for u

Peter: Part of the casting process was to scan in their faces and getting them to act with each other and with props, just plastic bits and bobs, and seeing if they could pull it off under our unique circumstance.

PSM2: Was it tempting to hire actors for the motion, then use another for the face and a voice actor for the voice?
Naresh: Yes, kind of, but you don't get the same performance. We've played with doing sound afterwards, doing the facial animation as a secondary thing, but the results don't have the 'alive' feel. People don't make eye contact and when people do make eye contact they don't just use their eyes. There's a subtle movement in the face and their stance might change, so you wouldn't get any of that. We didn't just want to spend lots of money, we wanted to capture the whole performance and this is the first time that's been done.

PSM2: With the characters looking so real, how do you pitch the violence in the game in order to stay out of legal trouble
Chun Wah: You can't shoot too many innocent people, so it's not about just killing people. And with Eddie, the body count will be significantly less than with Mark in the first game. He's a boxer, so there'll be plenty of hand-to-hand combat – you'll be knocking people out, not killing them. The actual dead body count is coming down and the number of cutscenes to what you want to people is increasing.

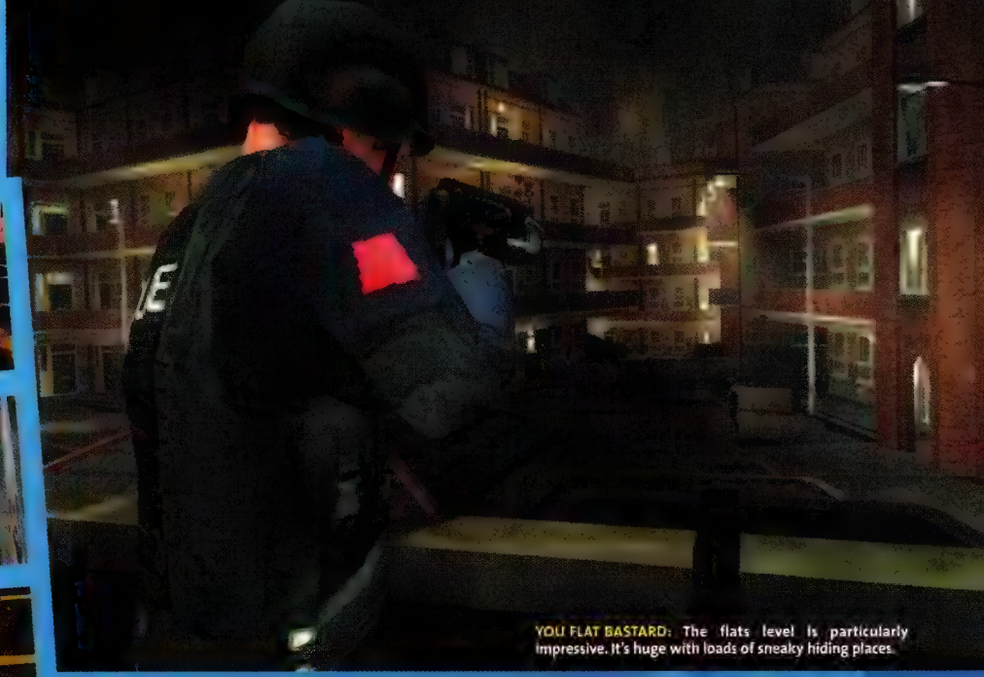
PSM2: What's with the name? G2?
Naresh: Ah, that just means Game announced soon.

The Getaway 2

over bumps and taking the strain after death-defying leaps from ramps. And you can even move around on the bike mid-air to change your pitch and make sure you land the right side up. Pull back and accelerate for a wheelie, or if you want to enjoy the new rag-doll body physics just pitch the front wheel into the ground on a jump and watch as the rider is sent rattling to the floor like a pissed-up mannequin.

There's Ducatti-style street bikes, motocross bikes, Harley-alikes and even scooters too, and the bikes aren't just there for show. There's going to be an integral part of the gameplay allowing you to weave between two buses to escape pursuit or dart down a narrow back-alley where fat cars can't follow.

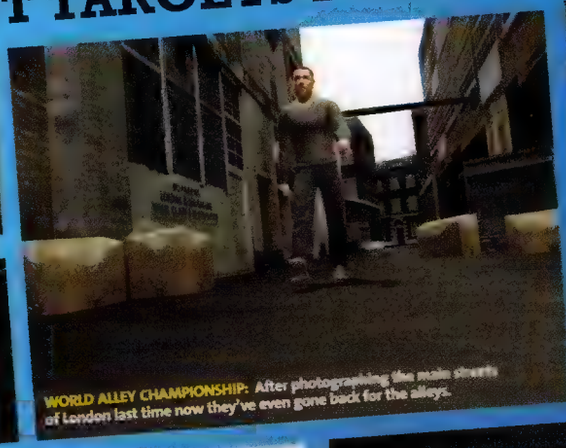
This is a game that has learnt from its mistakes. Tight and compact, yet London-city-expansive – it does everything it does with confidence and skill. *Getaway 1* was overblown and flabby, with half-implemented ideas. G2 finally nails what the team had in mind, and with *Driv3r* and *GTA: San Andreas* on the way it's going to have to get everything right this time.



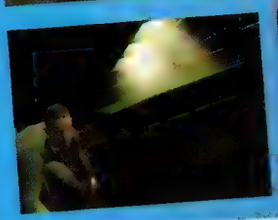
YOU FLAT BASTARD: The flats level is particularly impressive. It's huge with loads of sneaky hiding places.

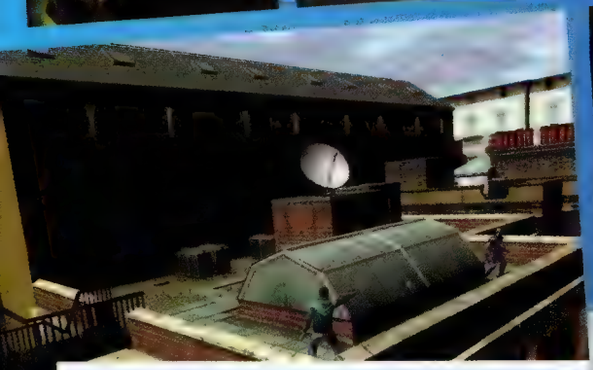
SHEPHERD'S AMBUSH: Be prepared for triggering lots of classy set-pieces as you step into the action.

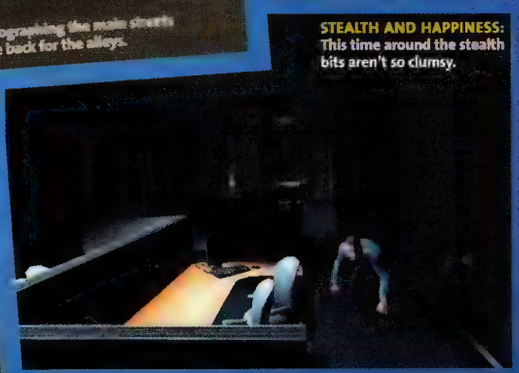
"MITCH'S BACK-UP SQUAD WILL JOG ALONGSIDE AND TAKE OUT TARGETS FOR HIM"



WORLD ALLEY CHAMPIONSHIP: After photographing the main streets of London last time now they've even gone back for the alleys.







STEALTH AND HAPPINESS: This time around the stealth bits aren't so clumsy.

HE'S A HEAD CASE

Even *The Getaway* team themselves would admit that the method of working on the last game was rather arse about face. Actors were cast, voices recorded, action filmed, bodies motion-captured and faces animated all separately. The result was a nightmare of hundreds of hours of video and audio that all needed cataloguing and combining.

Now the G2 team can gather all the data they need in a single pass. Actors are strapped up with magnetic and optical mo-cap body suits (the optical is more accurate, but the magnetic system isn't fooled when bodies obscure the sensors) and a custom-built facial capture helmet. This amazing new piece of kit shines a light on the actors face while a video camera records it. Feed this into a computer and it recognises the face and produces animation data to move the virtual actor's scarily-realistic virtual head. They even record the actual in-game dialogue at the same time via a mic in the helmet, resulting in bang-on accurate lip syncing.

EDDIE OR NOT: On the left an actor called Dave. On the right is Eddie – his virtual in-game recreation. It's clever, but painfully time-consuming.

DAN G'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

Ferret safely in pants, PSM2's northern monkey tackles dem Landern tarn fairies.

■ **NAME** Daniel Griffiths ■ **DATE** 20/3/04
■ **LOCATION** Sony, Soho, London

"*The Getaway* was a game we tracked carefully, right from the too-good-to-be-true first screenshots through to successful release (and disappointingly glitchy) game. We wanted it to be great but could make a list of what was wrong after playing for 10 minutes. Well, it looks like they've fixed everything. It's as if they read our minds and went through one by one eliminating our gripes. G2, on first impressions at least, looks superb.

It's got exterior driving sections the size of London and interior (and exterior) on-foot bits that dwarf the pokey locations of the first game. Better animation, better acting, better control system... The list goes on. We can't wait to play this a whole lot more."

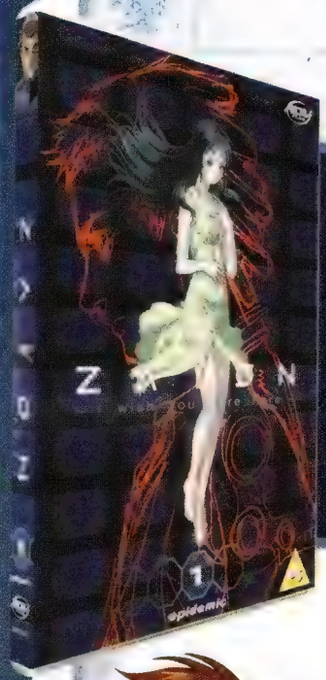
MY BEST BIT...

■ The new feeling of control that gives you a genuine Ruffian character rather than a potty-mouthed robot.

MY WORST BIT...

■ I love driving games but they're massively over-cautious about showing off the driving bits. Are they hiding something?

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★★★



NANOTECH vs. XENOVIRUS!

Zaion: I wish you were here Volume 1

A meteorite crashes to Earth, bringing with it a deadly virus known as M34 that infects humans turning them into lethal beast-like monsters. The world's top organizations gather to form the organization, C.U.R.E., to combat the infectious disease. One organization, NOA, stands in the virus' destructive path by using soldiers implanted with super nanotechnology to fight the vicious disease. As the virus continues to spread and mutate into different strains, mankind's only hope may be a sixteen-year-old girl...

In Stores 19/04/04 DZA/001

PG

GIRLFIGHT!

Angelic Layer: Divine Inspiration

The moment small town girl Misaki Suzuhara arrives in Tokyo, she is thrust into the excitement of Angelic Layer—a high-tech, fast-paced game where dolls called Angels are controlled by the thoughts of their operator. Twelve-year-old Misaki, a Middle School freshman now living with her Aunt, quickly makes friends with fellow Angelic Layer fans Tamayo, Kotaro and Hatoko. Misaki builds her own Angel, Hikaru, and begins competing in battles where will and determination count far more than size and strength.

In Stores 19/04/04 DAL/001

PG

CHECK OUT THESE OTHER HOT TITLES ALSO ARRIVING IN APRIL!

RahXephon Orchestration 5: Synaesthesia

DRX/005

PG

Full Metal Panic! Mission 4

DFM/004

12

Gamera: Revenge of Iris

DGM/003

12

Najica Blitz Tactics Volume 2

DNJ/002

15

ADV FILMS

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DANGER!

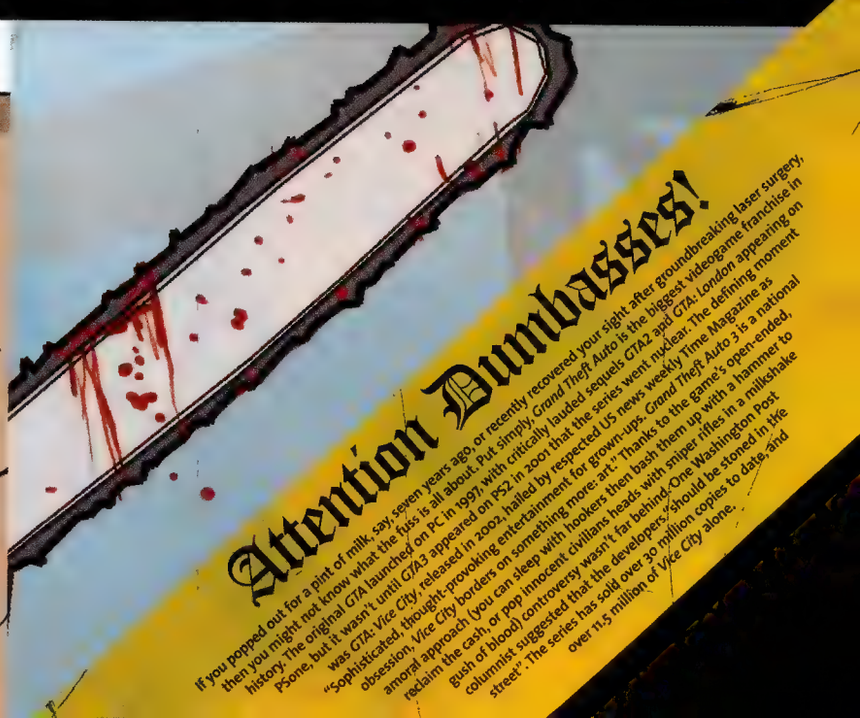
grand theft auto San Andreas

Bazookas, ladeez, blades, guns, power, corruption, rap, grunge, blood, bikes... the whole damn gangster shit. PSM2 kicks the Vice, and hails The Return of the Bling

Take a long, hard look at that logo above. Yeah, that's it. Excited? Shocked? Saw it on the internet weeks ago? Either way, it means that Rockstar are *definitely* working on a sequel to the biggest game on PS2. Look again. That's *Grand Theft Auto: San Andreas*. Take a moment to let that sink in. Chances are, you're making some educated guesses. Gothic? Gangster? 70s? Or present day? Nobody knows. But surely the game's set in LA, right? It's *San Andreas*, after all. No, wait. Maybe it's set in San Francisco. So why did the internet rumours point to Las Vegas and *GTA: Sin City*? The reason you're guessing, and why *Grand Theft Auto* is a global phenomenon outstripping the closet world of games, is that developers Rockstar don't need to say a word. All they've done is whisper the truth, and let the weird world of excitable fanboys, journalists, financial analysts and internet gossip mongers amplify the roar of excitement.

For those who don't regularly read PSM2, use the internet, or speak to anyone with a passing interest in videogames, this is what's happening. On Monday March 1st, 7.55am, Rockstar delivered a financial statement confirming that *Grand Theft Auto: San Andreas* will be coming exclusively to PS2 on 22nd October 2004, unveiling the logo you see above. That's it. No background details. Nothing. If the confirmation was unspectacular, the aftermath was atomic. Just type in 'Grand Theft Auto San Andreas' in internet search engine Google and over 31,000 web hits pop up, from sources as diverse as 'USA Today' to 'The Daily Mirror'.

While nobody *knows* what's in *GTA: San Andreas* (outside of developer Rockstar North), we've amassed some overwhelming evidence that points to the game's true direction. As regular readers will remember, we've been predicting *San Andreas* all along (remember those 50 Cent rumours in PSM2#41?). We'll be spilling our mind over the page, dismissing wild theories, outlining hard facts and asking what *you* – the wonderful readers of PSM2 – want to see in *GTA: San Andreas*. Our readers' ideas campaign for *GTA: Vice City*, Miami Advice (*hmmm?*) was the only one to get actual *results*. Don't take our word for it, check the proof over the page. There's one prediction you can read as fact: *GTA: San Andreas* will be frikkin' brilliant. Guaranteed. The countdown to the year's biggest game starts here...



Attention Dumbasses!

If you popped out for a pint of milk, say, seven years ago, or recently recovered your sight after groundbreaking laser surgery, then you might not know what the fuss is all about. Put simply, *Grand Theft Auto* is the biggest videogame franchise in history. The original *GTA* launched on PC in 1997, with critically lauded sequels *GTA2* and *GTA: London* appearing on PSone, but it wasn't until *GTA3* appeared on PS2 in 2001 that the series went nuclear. The defining moment was *GTA: Vice City*, released in 2002, hailed by respected US news weekly Time Magazine as "sophisticated, thought-provoking entertainment for grown-ups. *Grand Theft Auto 3* is a national obsession, *Vice City* borders on something more: art." Thanks to the game's open-ended, amoral approach (you can sleep with hookers then bash them up with a hammer to reclaim the cash, or pop innocent civilians heads with sniper rifles in a milkshake gush of blood) controversy wasn't far behind. One Washington Post columnist suggested that the developers "should be stoned in the street". The series has sold over 30 million copies to date, and over 11.5 million of *Vice City* alone.

Myths about GTA: San Andreas

1) GTA: SAN ANDREAS WILL BE SET IN THE '70S

THE EVIDENCE: *GTA3* was set in the '90s, *GTA: Vice City* in the '80s, so *GTA: SA* must be set in the '70s, right? Err... there's also some chat on Flashback FM in *GTA3* asking if you "remember the '70s and '80s?".

PLAUSIBILITY: All the evidence (Rockstar recruiting for a Contemporary Culture Researcher, the gangster rap gothic text, 50 Cent, etc) points to a modern day setting. It makes better commercial sense, and – after the success of *Vice City* – Rockstar have the kudos/cash to attract big names like 50 Cent. Furthermore, Rockstar are working on a *Warriors* game based on the cult 1970s gang war flick, so it seems unlikely – from a marketing perspective – that they'd set two games in the same era.

★★★★

2) GTA: SAN ANDREAS WILL BE ONLINE

THE EVIDENCE: There was a 'patch' (a user-created piece of code) that let PC gamers play *GTA:VC* online, but it was never officially endorsed by Rockstar. *San Andreas* needs to innovate, and Sony would surely throw their support (cash, technical knowledge, marketing power) behind such a move.

PLAUSIBILITY: While *GTA*'s open-ended structure lends itself to an online environment, making it run at speed would be a technical nightmare. (Remember the hash EA made of two-player online *FIFA 2004*?). We just don't think PS2 can do this brilliant idea justice. Sorry.

★★★

3) THE GAME WILL BE SET IN LAS VEGAS

THE EVIDENCE: On Sunday, January 3, online retailer amazon.co.uk listed *Grand Theft Auto IV: Sin City* for release on November 5, 2004. Sin City, as you may know, is another name for Las Vegas. However, Amazon mysteriously changed the game's subtitle from *Sin City* to *Next Episode* within four days. At roughly the same time, Rockstar registered the copyright *Grand Theft Auto: Sin City*, along with *GTA: Bogota*, *GTA: Tokyo* and *GTA: San Andreas*.

PLAUSIBILITY: This complicated saga was explained in PSM2#46, but, to cut a long story short, it seems the amazon.co.uk listing was an enthusiastic hoax, hence the hasty retraction. Rockstar must have copyrighted the game names to provide a smoke screen for *San Andreas*, and prevent others from cashing in should they decide to develop *Sin City* in the future. Either way, the game has now been confirmed as *San Andreas*. So there.

★★

4) SEAN RYDER WILL VOICE A CHARACTER

THE EVIDENCE: The Daily Mirror claimed that ex-Happy Mondays front man Sean Ryder would voice a character in the next *GTA* game in their 3AM gossip column back in January.

PLAUSIBILITY: Sean's certainly got the street level kudos (having ingested his own body weight in class A drugs over the last decade) to fit with the *GTA* vibe, but seems slightly at odds with the 50 Cent/gangster rap rumours. Still, we live in hope...

★★★★★

5) SAN ANDREAS WILL USE THE HARD DRIVE AND APPEAR ON PSP.

THE EVIDENCE: A leading US games website reports that the next *GTA* will be compatible with PS2's Hard Disk Drive, letting gamers rip their own soundtracks and add news cars or modifiable missions. The info comes from 'friends' of Rockstar North, allegedly. Another unfounded source of speculation is that *GTA:SA* will be released on Sony's handheld console PSP, allowing users to swap data between their PS2. This ties in with Sony's recent claims that PSP/PS2 games could be released simultaneously, with the ability to share save game data. Rockstar's parent company Take Two have already announced they're working on PSP games.

PLAUSIBILITY: HDD? Not likely. When Sony release the redesigned £100 PStwo this Christmas (see PSM2#47) there won't be space to include the Hard Drive. The unit hasn't even been released in the UK and Rockstar are unlikely to include such a niche feature for PS2's most mainstream game. The PSP rumour seems unlikely, since the machine won't launch in the UK until 2005, months after *GTA:SA*.

★★

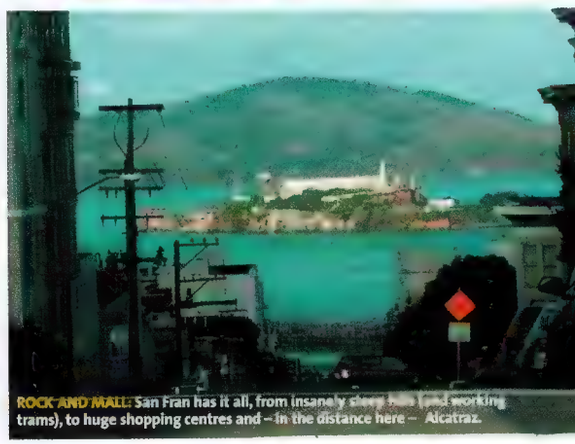
VIOLENCE IS GOLDEN: Imagine piloting a chopper under the legendary Golden Gate bridge, or paragliding off the support posts.

The facts

1) THE GAME'S SET IN SAN ANDREAS

Well, dur, but this raises some interesting possibilities. The San Andreas fault (the boundary where two huge underground plates meet on the west coast of America, creating a zone with a high likelihood of earthquakes) is more than 800 miles long. The Fault crosses through the perimeter of Los Angeles and San Francisco, the hotly tipped setting for *GTA: San Andreas* (and the city referenced in the original San Andreas map in *GTA* on PSone). With its unique angular hills, the iconic Golden Gate bridge, a fabulous network of piers and the presence of former-high security prison Alcatraz on the coast, it'd make an ideal location.

GENEROUS TO A FAULT: The San Andreas rift line has huge gameplay potential – imagine a mid-game quake that totally redesigns the city.



ROCK AND MALL: San Fran has it all, from insanely steep hills (and working trams), to huge shopping centres and – in the distance here – Alcatraz.

What we want to see in San Andreas

1) GET RICH OR DIE TRYING

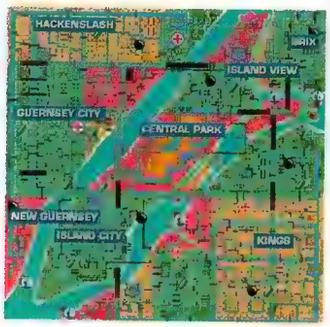
Sure, *Vice City* let you own a mansion, a chopper and a series of properties, but we want to spend our bucks on shameless items of consumer lust. We're talking gold chains like Mr T, diamond encrusted meat cleavers, works of art (which can be traded, or used as bum paper in a show of self-flagellating decadence) and a wardrobe with more sequins and top hats than a Broadway musical. Outfits should be customisable, so when [cough] you go online, you'll be lit up like Las Vegas at nuclear dawn.

2) 50 CENT IS ON THE SOUNDTRACK

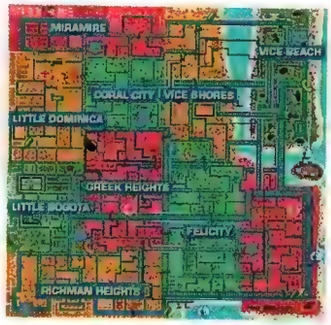
This isn't 100% confirmed, but 'Fiddy' appeared on US MTV in late 2003 claiming that he'd appear on the soundtrack for the next *GTA*. The rumour was repeated during an interview on San Francisco radio station KMEL, where 50 Cent claimed to be working on a "*Grand Theft Auto*-style" game with fellow Aftermath artists Eminem, Dr. Dre, and G-Unit. While 50 didn't reference *San Andreas* directly, there's a critical piece of supporting evidence. In July 2003, 50's mentor and label mate Eminem was hit by a breach of contract lawsuit by LA-based Conspiracy Games. Company CFO Keith Tanaka accused Eminem of reneging on a deal in order to work with Rockstar. "We were not aware of any problems until we started getting some press on our new product," said Tanaka, "Then we started hearing rumours about Eminem negotiating a better deal with Rockstar Games." The facts add up. The commercial potential is huge (imagine 50 Cent as the first major black videogame star) and after seeing the gangster rap nature of the logo, we're starting to believe.

3) SAN ANDREAS WAS BASED ON SAN FRANCISCO IN THE ORIGINAL GTA.

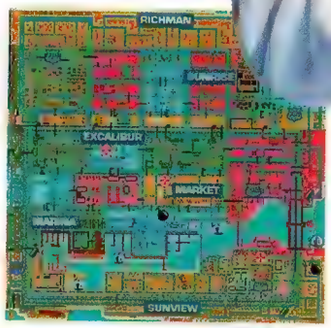
In the original *Grand Theft Auto* on PSone the map was divided into three areas: Liberty City, Vice City and – yes – San Andreas. The levels were based on the real-life cities of New York, Miami and San Francisco, so it's almost certain that *GTA: SA* will be set in San Fran. Check the comparisons below to see how accurately the original *GTA* maps have survived the transition to PS2.



LIBERTY CITY: The PSone map that inspired PS2 *GTA3* – which was also split into three islands; Portland, Staunton Island and Shoreside Vale.



VICE CITY: This PSone map doesn't look that similar to its PS2 counterpart, until you focus on the island in the top right, as outlined above.



SAN ANDREAS: What can the original PSone map tell us about the forthcoming *GTA: SA*? Note the marina, pier system and Golden Gate Bridge.

"Imagine 50 Cent as the first major black videogame star. The commercial potential is huge"

2) CONTROL A TEAM OF HARD NUTS

We want to be able to recruit a team of all-star tough nuts, then send 'em on missions to bust up your rivals, or – better – lead them into the fray, barking out commands in the style of *Freedom Fighters*, with basic commands (attack, stay, cover, decapitate) on the D-pad. Think about it. You storm another gang's hood, as a twin Uzi-wielding version of 50 Cent, backed by a legally 'tweaked' likeness of Missy Elliot packing twice her generous body weight in rocket launchers, while Sean Ryder lobs grenades from the roof of the A Team van and puffs on a doobie the size of a baseball bat.

3) RUN FOR PRESIDENT

Not as stupid as it sounds. Rockstar could make the game really open-ended, with multiple paths and 'good' or 'bad' endings like *Silent Hill*, or *True Crime*. In one route you could gain power and notoriety by running gangs and controlling the underworld (extortion, stealing, pimping, running clubs, etc). Alternatively, you could play it straight, bust the bad guys, trade property legitimately and run for office. Then use your power to tip off the cops, acquire special government weapons and close down your rivals. Sweet. Imagine the potential online, with teams of 'good' and 'bad' crews.

4) THE SAN ANDREAS LOGO IS IDENTICAL TO EL BURRO'S TATTOO

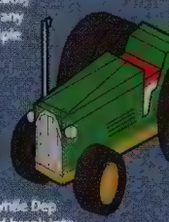
Remember El Burro, the Mexican gangster from *GTA3*? Well, he was also in the original *GTA* on PSone in the San Andreas map. Well, if you look closely at El Burro's 'Diabolos' tattoo, it's in an identical font to the new *San Andreas* logo. Upshot? Odds on, El Burro will return in *GTA:SA*, and the Mexican gang vibe fits in perfectly with the gangster rap rumours.

PSM2 gets results!

Sure, every mag will be asking what you want to see in *GTA: San Andreas*, but our hugely popular campaign for *GTA: Vice City* (see PSM2#26) got the only hard results. Sceptical? Check this out. And, yes, we've conveniently omitted our more enthusiastic suggestions – like pissing on people (with the R3 button, natch) – that Rockstar dismissed like the ramblings of a small, thick baby.

1) WHAT WE ASKED FOR:
In a list of must-include items we had [deep breath:] helicopters, better police AI, the ability to enter any building, Mr Whoopee missions, helipads, multiple outfits, motorbikes and, er... tractors.

WHAT WE GOT:
The police AI was completely dufus and the tractors must've been really well hidden, but, otherwise, we got everything!



2) WHAT WE ASKED FOR:
PSM2 scribe Joel requested "Swords, bikes and sword-bike katana jousting with rival gangs", while Dep Ed Dan D wanted to "amass a lethal arsenal and break into some crime don's riverside pad, scuff up his security and throw him onto the rocks," adding, this time with reference to the game, "you'd get to keep the house and decorate it with security cameras, dogs with bees in their mouths and plenty of lovely velour armchairs".

WHAT WE GOT:
Swords, bikes and – in the brilliant Rub Out mission – the ability to break into a crime don's pad, scuff him up and keep the mansion (with rooftop helipad, natch). Despite Dan D's desperate plundering of old Simpsons gags, the dogs – and bees – were curiously absent.

grand theft auto San Andreas

"A legally tweaked likeness of Missy Elliot packing twice her generous body weight in rocket launchers"

4) GAMBLING
What's the point in money if you can't spunk it all on black? Or, for that matter, play roulette. In *GTA: SA* you should be able to drive to the outskirts of San Fran and out to Las Vegas, where you can gamble your ill-gotten gains in a series of mini games. That, or take trips to the horses and drug the riders. Or shoot the horse with bazookas. We mean give them a lump of sugar.

5) DESTRUCTIBLE BUILDINGS
We don't just want to enter buildings, we want to *blow them up*. Imagine the thrill of rigging an enemy's base with C4 then raising it to the ground? Or firing rockets at small houses and crushing those inside? Buildings should remain permanently deformed as a testament to your carnage. Once again, given the probability of earthquakes in the San Andreas fault area, don't be surprised if the game world undergoes a *huge* change at a key juncture. Better yet, imagine you become boss of the underworld, then lose *everything* in the final scene after an earthquake, setting the scene for a post-apocalyptic *GTA* on PS3. "Mother funkster" cries Fiddy, before shooting up a couple of punks to the strains of an Adam F track, as the whole fiddlin' world explodes.

6) GIRLFRIEND UPGRADES
If you've played *Pirates* on the Atari ST, you'll appreciate the compulsion of amassing money, status and notoriety (and wasting days of your actual life that could've been spent learning French or helping orphans), for the sole purpose of pulling a *slightly* better looking virtual lady. In *GTA:SA*, gals should be attracted to different things, so you can't, say, woo the saintly Beyonce-lookalike, if you've been down the mall chasing grannies with a katana blade. On the flipside, there'll be sleazy bad girls who'll perform sweet sexual gymnastics for a man packing a semi-automatic pistol and parking on double yellow lines.

5) ROCKSTAR RECRUITED A 'CONTEMPORARY RESEARCHER'

In late November 2003, Rockstar placed a job ad for a Researcher on their official website. The job required someone with a grasp of "contemporary culture and all aspects within (film, music, TV, politics)" for their product development department. The only game that references such a broad field is *GTA*. The subtext is that *San Andreas* will be set in the present day, and not the '70s as rumoured.

The soundtrack

While a gangster rap theme seems probable, we're sure Rockstar will keep the multi-channel radio system to please those who'd rather be raging to Nine Inch Nails, or bopping to Timberlake. We've compiled our dream soundtrack below, based on a selection of modern 1990s tunes.

Rap & R&B

NWA – Fuck Tha Police/Straight Outta Compton
PUBLIC ENEMY – Don't Believe the Hype
VANILLA ICE – Ice Ice baby
BEASTIE BOYS – Sabotage
DR DRE – Nuthin' but a "G" Thang
CYPRESS HILL – When the Shit Goes Down
BUSTA RHYMES – Woo Hah!
LL COOL J – Mama Said Knock You Out
TONE LOC – Wild Thing
YOUNG MC – Bust A Move/Principal's Office

Grunge

JANE'S ADDICTION – Been Caught Stealing
NIRVANA – Lithium
PIXIES – Debaser/Where is my Mind/Gigantic
BREEDERS – Cannonball
FAITH NO MORE – Mid Life Crisis/Epic
GUNS 'N' ROSES – Welcome to the Jungle
SOUNDGARDEN – Limo Wreck/The Day I Tried to Live
MINISTRY – Jesus Built My Hot Rod
RAGE AGAINST THE MACHINE – Killing in The Name Of

Indie

RIDE – Leave Them All Behind
THE HAPPY MONDAYS – Step On/Kinky Afro
STONE ROSES – Fool's Gold/Begging You
BLUR – There's No Other Way
INSPIRAL CARPETS – This is How it Feels
BOO RADLEYS – Lazarus
THE SMITHS – How Soon is Now
PRIMAL SCREAM – Loaded/Higher than the Sun

Dance

LFO – LFO
APHEX TWIN – Widowlicker/Come to Daddy
DAFT PUNK – Revolution 909/Phoenix/Da Funk
ALTERN 8 – Evapor 8/Frequency
MOBY – Feeling so Real
808 STATE – Cubic/Olympic/In Yer Face
ORBITAL – The Box/Belfast/Chime/Midnight
PRODIGY – Smack My Bitch Up/Firestarter/No Good

Pop

BECK – Beer Can
MASSIVE ATTACK – Unfinished Sympathy
TAKE THAT – Back for Good
PORTISHEAD – Sour Times/Biscuit/Glory Box
PET SHOP BOYS – Being Boring

What you want from GTA: San Andreas

gamesradar.com

The following requests are from our sister website www.gamesradar.com.

phantom burn
"The ability to drive a truck with a detachable trailer and carry some cars about like *GTA2*"

PaulS
"Create-a-criminal, customisable cars, swimming and facility to store clothes and guns, so you don't have to go scouring the city every time you need to stock up"

trelliz
"Pimping! Putting girls all over the city and watching the money flow in"

PS2 Gamer
"You should be able to help old ladies cross the street and get rewarded for it. Y'know, instead of repeatedly driving/reversing over them with the golf buggy. Again and again and again"

foo
"The hunter who shot Crispen has a picture of a duck on it, that bit's important since the whole story rests on it. Because Tommy is afraid of ducks"

Octogenarian Pussy
"Some kind of disaster with something enormous falling down a mine shaft and splitting the fault line. Magma and fire raining from the sky. End of the world shit"

Samuel
"They've got to use the *Manhunt* engine to tighten up the hand-to-hand combat stuff and provide a decent auto-aiming facility. Even *True Crime*'s combat system is far superior"

Alvin Flummox
"News reports live on radio as you go on killing sprees, with 'wanted' posters appearing after your rampage"

PS2 Gamer
"You have a big plot of unused land which you can build new stuff on as the game progresses. Plus Dukes of Hazard bridges, a zoo – to release the animals – and a mission to kidnap Kim Bauer. (Everyone's doing it)"

Steve
"A playable female character... using prostitutes to top up energy with girl-on-girl action?"

7) SKATEBOARDS AND TRICK SECTIONS
Seen those internet fan videos where people grind rails with cars – like skating boardslides – in *GTA: VC*? Well, let's go the whole hog and include proper skateboards, with hidden trick sections (like the PCJ playground ramps hidden on the rooftops in *GTA: VC*). Don't forget, Rockstar were responsible for the criminally ignored *Thrasher* skate game on PSone, and could transplant basic elements of the physics engine.
SWAG
SWA

Get your ideas in GTA: San Andreas

Wanna recruit a crew of rappers? Skateboard on Pier 39? Play online deathmatches in Alcatraz? To get your ideas heard by Rockstar, and – just possibly – included in the game, send us your requests, theories and speculation and we'll be delivering the lot to Rockstar and printing the best ideas over the coming months. Whaddya waiting for? The campaign for a rocket launcher-wielding Sean Ryder starts here...

Oi, Rockstar! Put my ideas in *Grand Theft Auto: San Andreas* NOW! Pleeeease.

Name .....
Address .....
.....
..... Age .....

My brilliant ideas for *GTA San Andreas* are: .....
.....
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Please attach another sheet of paper if needed. Bi-atch!

Hands

"I'M PES'S BIGGEST FAN. I USUALLY WRITE OFF ANY OTHER FOOTBALL TITLE" EURO 2004, PG52

46 Hitman: Contracts
Third-person shooting bought into the future with *deep* artificial intelligence. Are you ready for the challenge?

48 Serious Sam
Not actually 'serious' at all. Do you see what they did there? This mad-as-a-box shooter injects wads of action for a bargain £20 price tag.

50 Juiced
Taking a leaf out of *Need for Speed*'s book and cruelly photocopying the contents of *Burnout 3*'s ideas folder too. It's looking da bizniz.

You want more?!
Demanding aren't you? How about a first play of EA's official Euro 2004 game and more on new multiplayer racer Mashed.

WELCOME...

DAN D

Cowboys. Welcome back Mr Cowboys! It's been a while. Rest your 'ten gallon' chapeau right there, 'podner'. Now all we need is a massive Pirate revival and this shit is rockin' big style! Pirates are ace – clearly.

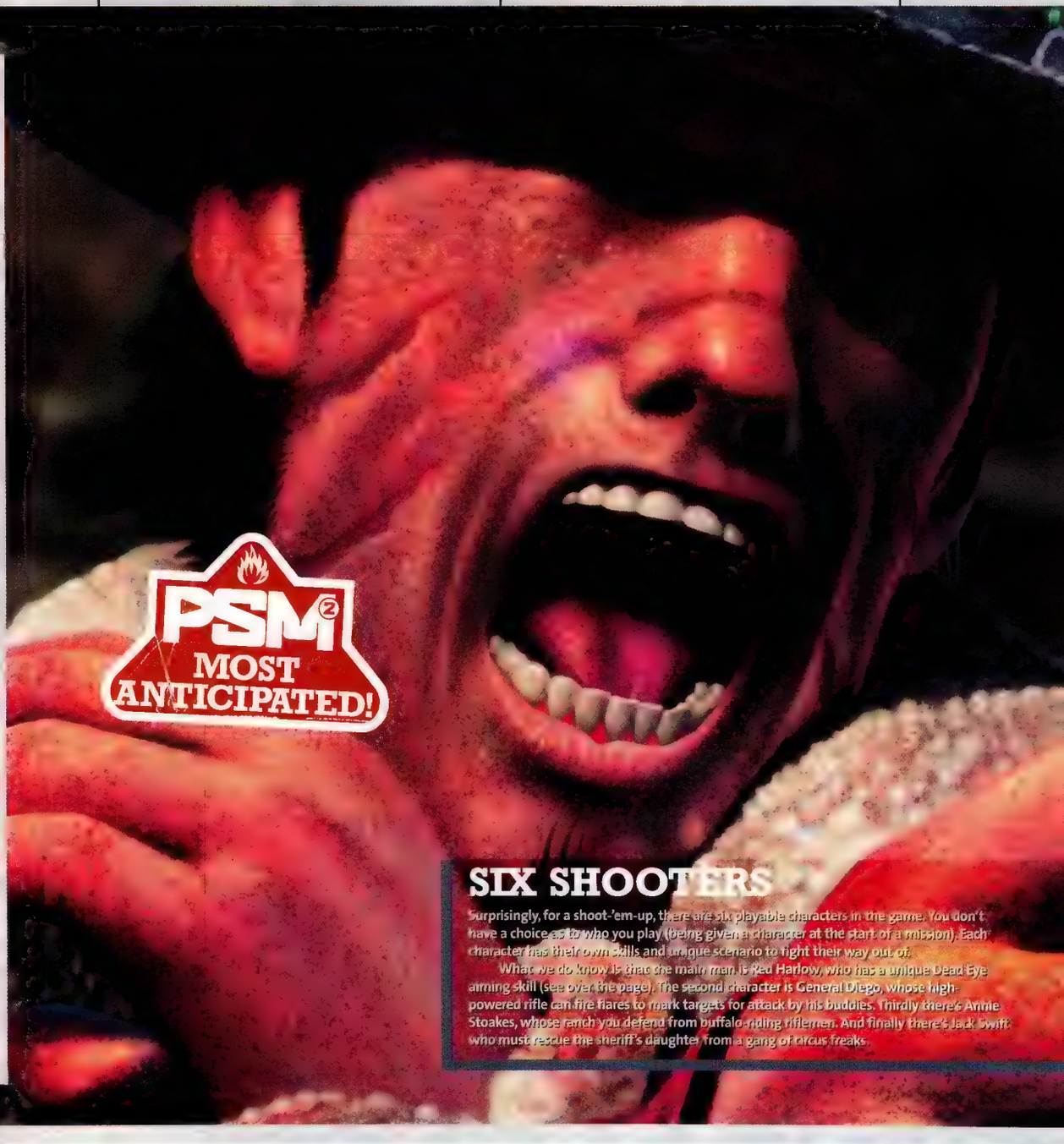
See it's all about going around and coming around this month. *Read Dead* does the ol' wild west thing brilliantly. *Hitman* is back and *Mashed* is *Micro Machines* by another name. And it's a whole lot better to boot.

Even this month's biggest games are revivals – *Getaway 2* and *GTA: San Andreas*. One is out to fix all the problems of the first game while the other is out to do the same old shiz that we love it for. So wallow in gaming brilliance from page one to page 116 'cos great games are back in fashion

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You get to hear what we honestly think of a game at an early stage, not what the press release says.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.



SIX SHOOTERS

Surprisingly, for a shoot-'em-up, there are six playable characters in the game. You don't have a choice as to who you play (being given a character at the start of a mission). Each character has their own skills and unique scenario to fight their way out of.

What we do know is that the main man is Red Harlow, who has a unique Dead Eye aiming skill (see over the page). The second character is General Diego, whose high-powered rifle can fire flares to mark targets for attack by his buddies. Thirdly there's Annie Stoakes, whose ranch you defend from buffalo-riding riflemen. And finally there's Jack Swift who must rescue the sheriff's daughter from a gang of circus freaks.

BECAUSE WE ONLY [illegible] GAMES WE PLAY

DEVELOPER Rockstar San Diego ■ PUBLISHER Rockstar ■ GAME TYPE Shooter

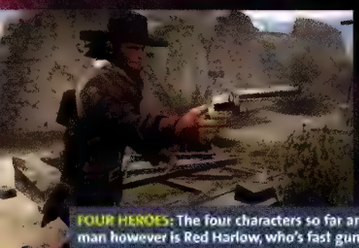
RED DEAD REVOLVER

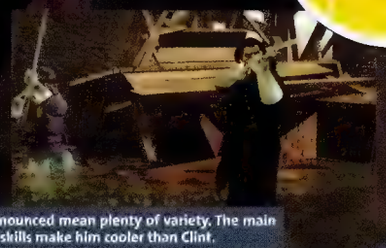
"It wasn't just the choreographed action, ease of control and rack-'em-up gameplay that impressed us"

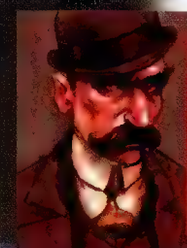
WATCH IT ON THE DVD VIDEO

Rockstar. Say what you like about them, but you've got to love them. Pretty much everything they do is the opposite of what you expect. Whether its releasing great games and not letting you review them (even though they're great) such as with this *Red Dead Revolver* preview you're reading right now (the game is out in a fortnight folks) or just being massively precious about every single screenshot (when everyone else just flings hundreds at us and hopes that they stick). Rockstar (the *GTA* company) do things differently – such as acquiring a knackered old cowboy game from a studio that they bought. Scrap it? Cut your losses? Not likely – you just draft in a team of Rockstar designers to re-make the game in a new Rockstar fashion. Result – a great game from out of nowhere.

This used to be a Capcom game – full of amusing comedy cowboy clichés. There were Mexicans so fat







FOUR HEROES: The four characters so far announced mean plenty of variety. The main man however is Red Harlow, who's fast gun skills make him cooler than Clint.

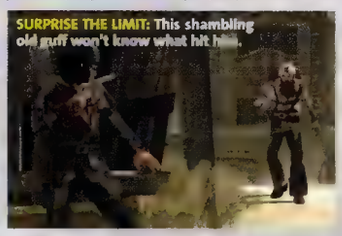
TURN THE PAGE FOR MORE ON RED DEAD REVOLVER

Hands–On

BECAUSE WE PLAY EVERY GAME WE PREVIEW

WATCH THE SKIES: Watch out for the birds in the background on the archery. He's a pest.

STUNNING LOOKS: Use Molotov cocktails to set fire to scenery and burn 'em out.



SURPRISE THE LIMIT: This shambling old gruff won't know what hit him.

ANTICIPATED FEATURES

- 20 different levels with every imaginable wild west scenario.
- Red can duck, jump, take cover and roll around.
- Authentic weapons from the 1800s such as six shooters, rifles, dynamite and even a fixed Gattling gun.
- Earn 'multiplier' cash bonuses for taking out multiple targets at once.

WHERE IT'S AT...

- It's practically finished, but Rockstar are making sure it's perfect before we get to review it. Full review next issue then.

that they were spherical. They had moustaches so big they actually could be used as handlebars and every hour the town clock struck and a cuckoo popped out that you could shoot for a bonus. That's all gone in favour of a game that gets the balance between action and realistic gore just about right. There's blood, convincing floppy-body falls, and just the right feeling of power and weight to the weapons. Then, at the same time there's an idiotically relentless number of bad guys itching to squeeze out of the saloon's swinging doors and into your line of fire.

JUST FOR KICKS: The inhabitants are as big a bunch of low-down, inbred, sons of be-atches as you ever did see. Kill them all.

It's a third-person game, played from behind our hero Red Harlow. The sticks move Red (and the centre-screen gun sight) exactly as you expect and levels consist of walking a fairly narrow corridor of action from beginning to end.

The first level we played had Red entering the town of Brimstone and taking out most of its inhabitants. Riflemen popped up on rooftops, sneaky gangs of gunfighters tried to rush us from both sides of the street and in the distance a posse opened fire from behind barrels and carts. Wheeling Red around and plugging them was simple (aided by a helpful auto aim feature) and, as we strode through the level leaving a trail of bodies behind us, we were reminded of old-skool shoot-'em-ups. You don't have to go looking for trouble; it's all arranged for you and every step you take triggers another set-piece attack. It's like old-skool shooter *Gradius*, but with cowboys. And in 3D.

SUNSET STRIP: They've got the best lighting effects in the business.

And it wasn't just the expertly choreographed action, ease of control and rack-'em-up gameplay that impressed us – we weren't prepared for how gorgeous the game looks too.

The town level's streets snaked off for a surprising distance – all looking as detailed as the bit right at our feet and the sun-bleaching camera effect (where distant brightly-lit scenery is rendered almost black and white in the intense sun) was straight out of a Sergio Leone movie.

A later level involved firing tracer flares at distant cannons so as to mark them as targets for our cannons. In between was a vast river and bridge that could be crossed on

"IT'S LIKE OLD-SKOOL SHOOTER GRADIUS, BUT WITH COWBOYS. AND IN 3D"

ROCKY 2: Our tip: six-gun the guy at the bottom, flip to rifle and off the guy at the top.

BIRDS EYE RIFLE: Red is armed with his quick firing six gun and longer range rifle.

TRAIN OF FRAUGHT

Red Dead Revolver is all about its set-pieces. Take this beauty for example. You're riding through the desert on your horse (as you do) and catch up with a heavily armoured train. First comes the 'getting near the train bit'. A fireball spewing cannon will have a pop at you if you're in the middle distance and up close it's clustered with bad buys who'll open fire. The intuitive controls let you pick your targets and drive Dobbin until your way is clear for the next stage of your assault.

Operation 'get on the train' involves driving alongside a low, jumpable, open carriage and leaping from horse to train. Once you're onboard the camera seamlessly closes in for some tense corridor fighting as you work through the train.

END OF LEVEL HORSE: There are even high-speed chase levels in the game on horseback and coach.

SMELLS LIKE LEAN SPIRIT: Press up against scenery, take aim then lean out for cheeky shots from under cover.

READY? SHOOT TO SKILL!

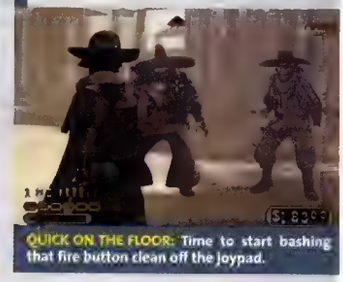
The game works like this: gangs of bad guys rush (or blunder, depending on how they're feeling) into your line of fire. Go Dead Eye to target multiple enemies at once or just rely on your fast trigger finger to take them out. Alternatively you can press against scenery and pop out (*Manhunt* style). You earn more Dead Eye juice for your meter and money the cooler you perform your kills.

Be prepared for ambushes by snipers on rooftops and distant attackers glinting in the setting sun up ahead. Fortunately an on-screen arrow lets you know what direction the unseen bullet is coming from.

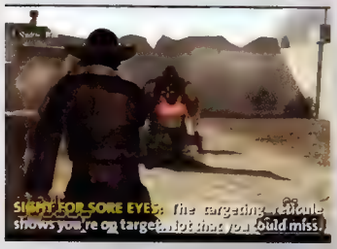
HAPPY MY BOY: Red ducks for cover as a rooftop coward has another pop.

LONE STRANGER: Red walks into town [illegible]. Answer to quiet....

TROUBLE AND KNIFE: Don't want to draw attention to yourself? Time for the old Bowie knife.



QUICK ON THE FLOOR: Time to start bashing that fire button clean off the joypad.



SIGHT FOR SORE EYES: The targeting reticule shows you're on target...not that you could miss.

DEAD EYE'LL BE BACK

Main character Red Harlow has a unique ability and – unsurprisingly for a Rockstar game – it involves slowing down time...

Yes, from the men who brought you *Max Payne*'s bullet-time comes *Read Dead Revolver*'s unique Dead Eye aiming mode.

You top up the Dead Eye meter with successive cool kills. Once you've gained enough you can engage Dead Eye mode which removes the game's cool blurring effect, snapping the action into pin-sharp PS2 graphics. The action also slows down and goes sepia toned – just like the final frame of Butch Cassidy and the Sundance kid.

Once you're 'in' your targeting reticule changes and as you sweep it around the bad buys it leaves an image of itself behind, highlighting each rowdy's weak points. Once you've finished targeting a tap of 'fire' will send Red into a rampage of shooty action as he quickly shoots every targeted spot. Cool and deadly.

foot showing off some fantastic water effects. And don't get us started on the train level – ride alongside a train, dismount from your horse, leap on board and work your way through the carriages dealing out justice to anyone stupid enough to stick their head above the scenery. It looks absolutely fantastic.

The emphasis is on classic progression through the game (ie, if you die you restart and try again) rather than any 'adventure' elements and you even score 'points' in the form of money for how cooly you go about your business. If you want a straight up, exciting shooter then this most certainly is it.

It's got variety, it's got confidence and its environment is built for relentless and exciting gunplay action. Though – from what we've seen thus far – it's got little else. Check the opinion box over there for more info. PSM

ETA April 22nd 2004

Rockstar are tweaking the game, inserting music and FX and it'll be on shelves before the end of April.

GANG WARFARE: An ideal Dead Eye moment. Scope around and lock on for four headshots.

DAN G's OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

He's rootin'. He's shootin'. And – after the customary Friday night Dupiaza – by god he's tootin'. Jesus!

■ **NAME** Daniel Griffiths ■ **DATE** 12/3/04 ■ **LOCATION** Rockstar HQ, London

"So it looks great. It plays great. And it's not so tied up with Western clichés as to be faintly ridiculous. There are 20 different levels taking in every western terrain and setting you could imagine, from saloon shootouts to stagecoach chases and (in a rather unexpected move for a shoot-'em-up) there's even six different characters, each with their own unique skills. It's got special moves, it's got loads of different weapons and it's got a gameplay mechanic designed to make you act cool and feel good.

What it hasn't got – despite all the above attention being lavished – is a real sense of adventure and purpose to the action. To say it's just a shoot-'em-up is selling it short, but saying that it's a third-person action adventure (in the vein of *Onimusha 3* or *The Suffering* say) is slightly stretching the truth. There's only ever one way to go and it's to go kill the bad guys up ahead of you.

We hope that when we finally get our hands on the finished game there's enough of a variety in settings, things to kill and things to do in order to keep us plugging past what could be a fun-for-a-five-minute blaster and little else. That said, we'll take an honest up-front blaster over another 3D stealth-'em-up anytime."

MY BEST BIT...

■ Roaming the streets of Brimstone looking cool, but knowing that once I've mastered the Dead Eye mode and made better use of the scenery for cover I could look even cooler.

MY WORST BIT...

■ Realising that the game is a corridor of things to kill. Want to make friends, meet people, get into wild west adventures and shit? Nope. Welcome to the shooting range.

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★★

RED TIDE RISING: The way the blood flows from a freshly dead corpse is truly gruesome.

■ **DEVELOPER** IO Interactive ■ **PUBLISHER** Eidos
■ **GAME TYPE** Stealth Action

HITMAN: CONTRACTS

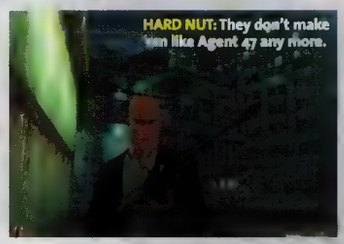
"You'll have to finish off fatally wounded enemies with a bullet to the brain"

ANTICIPATED FEATURES
- Locations include Siberia, Romania and merry old England.
- Dispose of your victims by dragging their corpse away and hiding it.
- Non-linear gameplay lets you can decide whether to charge in shooting, or disguise yourself and take the stealth route.

WHERE IT'S AT...
- The code we played was nearly complete. With a few AI tweaks and some smoothing of the voiceovers it should be ready for it's May release date.

It's a dark and stormy night. A tall figure approaches through the gloom – formless apart from a dim reflection off his smoothly shaven bonce. Yes, it's always raining and night in the world of Agent 47 – the hired assassin with the heart of stone and a dome as hairless as Saint Paul's Cathedral.

Contracts is the second *Hitman* on PS2. The second we reviewed in issue 28 and gave it a very healthy 89%, saying it was almost as good as the best stealther around, meaning *MGS2*. Very high praise indeed. This new installment continues the successful formula of cunning disguises, ruthless executions and faffing about with realistically bendy bodies, but takes the action to an altogether more disturbing plane. If


HARD NUT: They don't make men like Agent 47 any more.

that's actually possible.

An indication of just how much sicker *Hitman* has become is clear from the first few moments, as you regain consciousness on the cold stone floor of a mental institution. As a baptism of fire it doesn't get much hotter than this. We'd only just met our first few psychiatric patients (who either pace the hospital ranting and raving in Romanian, or hug their legs and rock back and forth to their own insane rhythm) before the local SWAT team burst into the building. Knowing that they'd soon track us down, we had little option but to put one of the unhinged patients out of their misery and swap our pristine black suit for his soiled grey hospital garb. Now, looking just like the rest of the asylum patients, we could wander past the SWAT teams unrecognised and try to find a way out of the building. Reaching the roof of the hospital we dodged the searchlights of SWAT helicopters circling in the downpour. Then we spotted a bedraggled inmate squatting on the ledge and approached to see if he knew an escape route. The poor, tortured beggar took one look at us and leapt to his death several floors below. Ha ha ha haaaaaaa. How's that for grim?

Being non-linear was always one of *Hitman*'s key strengths. You could complete levels however you wished. And the new installment continues this tradition – letting you decide if you'll simply knock a guard out and steal their clothes to progress

SLOW DEATH

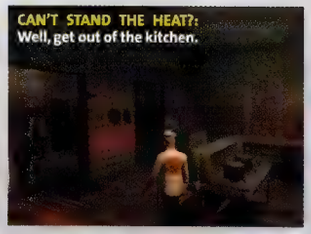
Slow motion is a new addition to *Hitman*. But don't despair – it's not that overused bullet time dribble that games like *Max Payne* have done to death recently. Oh no, slow-mo is only used as an effect when Agent 47's been fatally wounded. After one bullet too many everything slips into a spaced-out, slow-mo slide towards his final death. It only lasts about ten seconds, but it's very effective in communicating the life-force draining out of your body. More importantly, you're still able to move and shoot – so you can go out in a blaze of glory and take a few of the oily bastards with you.

PAYBACK: This nasty Romanian SWAT member just killed you. Time to repay the compliment.

WINDOW SLICKER: Agent 47 never sleeps. He's far too busy killing people.

TO THE MANOR GORN: This English country house is a great chance to shoot high class toffs.

WATCH IT ON THE DVD VIDEO


CAN'T STAND THE HEAT?: Well, get out of the kitchen.

PURPLE HAZE: 47 does his best Yul Brynner impression for the ladies.

PLEASURE AND PAIN: You can flick a nearby switch and watch this freak fry with 240 volts.

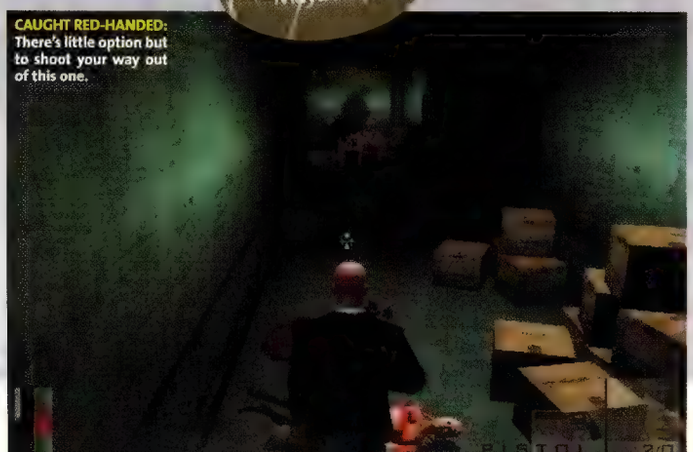
"THE TARGETS OF YOUR HITMAN HATE ARE MORE LOATHSOME THAN EVER"

through the level unidentified, or if you'll barge through all guns blazing and take your chances. But one thing is different and it's that darker, sicker edge to this time around. Sure, you can still use the gruesome fibre wire weapon to garrote unfortunate victims and you'll often have to finish off fatally wounded enemies with a bullet to the brain if they're writhing on the ground in agony. But now the locations you visit are much more disturbing (such as a mental asylum and a slaughterhouse), and the targets of your *Hitman* hate are more loathsome and evil than ever before. They all deserve to die.

And hiding the bodies of your victims is still of crucial importance if you wish to operate in secret. After stripping the body of any item you may need (clothing, weapons, etc) you grab a limb and slowly drag the lifeless body towards a hiding spot. The ragdoll physics of these corpses are fantastically disturbing to witness – they have a real dead weight, getting caught on items of scenery and flopping heavily down stairs as you drag them around. This also creates a huge guilty sensation as you worry that at any moment you'll be spotted in your gruesome task by someone and will be forced to take another life to cover up your sordid deeds. Murder in *Hitman* tends to have a snowball effect – one killing leads to another and another and before you know it you're a full blown psychopath knocking off innocent victims without a second thought.

ETA May 2004

PSM Contracts *releases in May.*


CAUGHT RED-HANDED: There's little option but to shoot your way out of this one.

SOUND AS A POUND

Complementing the creepin' and killin' action is the best soundtrack of any *Hitman* game. While exploring there's a sparse and menacing score featuring echoing howls from the pits of hell. But, when Agent 47's cover's been blown, a dark, bubbling techno soundtrack ups the adrenaline, without ever losing it's dark and threatening edge. It's intensity just simmers away with a calculating, ruthless energy – just like Agent 47 himself. It's a great example of seamless sonic manipulation that would be right at home in a big-budget horror movie.

DISCO FEVER: This dancefloor area in a Rotterdam gang HQ offers some cheap thrills.

SHARP AS A TACK: The music is almost as crisp as some of the stylish outfits in this sequel.

JORIN'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

Being a Buddhist, Jorin's never killed so much as a fly, but he bent his moral code for the sake of this preview.

■ **NAME** Jorin Sievers ■ **DATE** 15/3/04 ■ **LOCATION** PSM2 Office, Bath

"The latest *Hitman* looks set to take us to places we never wanted to go, but can't resist the temptation to visit. It's darker than the dark side of the moon – covering themes that will make you question your motivation for continuing to play. Inhabiting the mind of a ruthless killer is disturbing enough, but Agent 47's twisted morality is nothing compared to some of the evil mofos he's been hired to exterminate. One level that particularly traumatised me was a slaughterhouse where an S&M party was being held. I entered the blood-splattered building to discover bizarre sexual equipment and depraved acts of lust that would send a chill up the spine of the most hardened gamers. So don't expect anything less than an 18 rating on the cover of this game.

At this stage the whole package is looking very slick indeed. The combination of moody locations and the impressively-atmospheric soundtrack creates a real sense of edgy paranoia. *Hitman* fans will appreciate the increased depravity of the situations Agent 47 finds himself in. The code we tested had no glaring problems and only needed a few small adjustments to the enemy AI to be ready for release. If you like your games sick and twisted then you're in for a real treat."

MY BEST BIT...

■ Discovering that the conveyor belt in the slaughterhouse level can be put to a unusual use. Mount a body and then flick the switch to see it do a grisly circuit of the room.

MY WORST BIT...

■ Even when in disguise, if you stand near a guard for too long they'll start scratching their head and soon realise you're an imposter. How can they possibly know? Tsk.

ORIGINALITY	★★★
CONTROLS	★★★★
PRESENTATION	★★★★

■ **DEVELOPER** Climax ■ **PUBLISHER** Take 2 Interactive ■ **GAME TYPE** FPS

SERIOUS SAM

The world's biggest, baddest blaster finally hits PlayStation 2. Incoming!

Fun? You know, that thing that makes you feel like you're enjoying yourself? Remember that? It's a wonder we do, really – the gung-ho simplicity of games like *Doom* and *Quake* seem to have been completely abandoned in favour of ill-judged stealth sections and banal, hackneyed plots. But then, just as we were preparing to cave our heads in with a DualShock, in popped *Serious Sam* with a big, stupid grin on it's fat stupid face. You see, ironically, for a game with the word 'serious' in it's title, *Serious Sam* is anything but – in fact, it's completely and utterly *ridiculous*. It's probably the most foolish game ever to grace PS2 (yes, that's including *Charlie's Angels*) But unlike such virtual pap, this no-brainer approach to the FPS genre is endearing – and anyway, it's the game's *selling point*. The developers *know* it's very silly.

In a market where first-person shooters are trying desperately to innovate, *Sam* takes a rocket-jump backwards and digs up the rotting roots of run 'n' shoot gameplay. If it were a Mastermind contestant it'd fail miserably – but if it were to appear on The Krypton Factor, it'd pass triumphantly. Well, except for the 'mental' stage, but that was *shit* anyway. While we don't condone the use of 'zany' descriptive wordage to hype games, but *Serious Sam* is *stark-sodding bonkers, ker-azy* and, most importantly, *super-funtastic*. Jesus. Sorry. PSM

ETA May 2004

Expect to see Serious Sam *busting out during May.*

"THE MOST FOOLISH GAME TO GRACE A PS2"

CRABS WINDSOR: This cyclopic crustacean is about to be diced.

TWO MUCH: These green things never stop respawning.

ANT AND DECKED: Ants wearing Roman armour. Yes.

THE APES OF WRATH

Climax have cobbled together a motley crew of cannon fodder for your gunning delight. Monkeys (with knives), squid (on bikes, naturally) and a host of other monstrosities are waiting to tear you a new one.

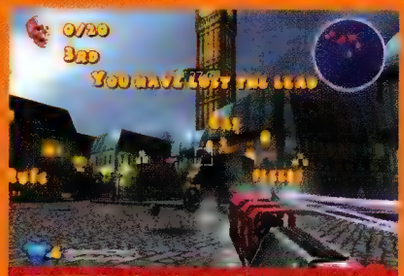
APE ESCAPE: The developers have realized that an FPS isn't truly an FPS unless there are monkeys in it. And knife-wielding monkeys at that.

HARD TARGET: The more tactical gamer can snipe enemies. Tactics are frowned upon in Sam, though.

ZONE OF THE BENDERS: These hulking mechs spew cogs and rivets as you fill 'em full of lead.

GO FORTH AND MULTIPLAY

The game's biggest draw (besides the bargain £20 price tag) has to be its online mode. Eight players can engage in combat over a selection of themed levels (France, Rome, China, etc) and from what we've seen, it's looking brilliant. The good news is that the online play is PS2-only, and as such it comes bundled with a few exclusive levels. The PS2 version also comes with a selection of hee-larious 'zany' character models including a gay wrestler and a bearded fisherman.



CON LINE: If you're lucky enough to have a broadband connection, a world of online gunnery awaits you.

MORE GORE

Although it's strictly comedic, the amount of gore and giblets that seeps from an enemy is quite impressive. At the end of a huge battle the level is strewn with body parts.

SAM MISSILE

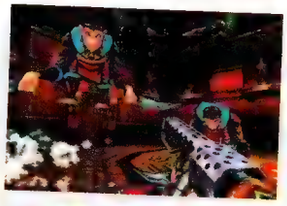
These flying demons judder about in the air lobbing fireballs before landing and chasing after Sam with their razor-sharp pearly whites. A few headshots will sort them out.

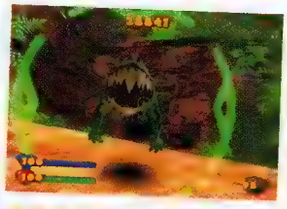
UZI MONEY

All of Sam's weapons can use different types of ammunition. For example, a rocket launcher with homing bullets can make things a whole lot easier.

FOUR ARMS ARE BETTER THAN TWO

This quad-limbed monstrosity turns up mid-level and presents the game's first real challenge. But, like every other enemy in *Serious Sam*, just keep pummelling his nether bits to ensure his demise.





WATCH IT ON THE DVD VIDEO

■ **DEVELOPER** Juice Games ■ **PUBLISHER** Acclaim ■ **GAME TYPE** Racing

JUICED

"Earn the respect of your opponents to become supreme Asphalt King"

ANTICIPATED FEATURES

- 50 licensed cars from 12 real life manufacturers.
- Eight rival crews to race against.
- 20+ courses with varying landscapes.
- The possibility of playing online with your own crews. We said *possibility*...

WHERE IT'S AT...

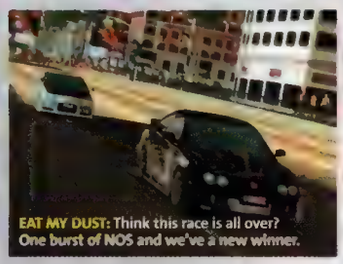
- *Juiced* is 80% complete. The team is still working on improving the frame rate.

Seems that you can't move for street racing games these days. What can each new car-modder offer gamers that we hadn't already seen before? So it was with a dubious state of mind that we approached *Juiced*. It's easy to see that *Juiced* is loosely based on The Fast and the Furious (remember the film with the kitted-out cars, fast music and over-the-top stunts?). You play a wannabe racer trying to make it big on the illegal street racing scene and must earn the respect of your opponents to become supreme Asphalt King, or something like that. Now, the sharp-minded among you will be thinking "So that's *NFS: Underground* all over again". But let's just say that if this game continues on it's current course, then *NFS* will need a stage three turbo and six bottles of NOS to catch up...

Hardcore simulation fans are in for a treat, because it's vehicles galore, with *Juiced*. There are 50 cars from mainstream manufacturers like Peugeot, Nissan and Subaru, with up to three flashy body kits for each. The vehicles are all beautiful realised – every curve and indentation has been lovingly recreated and all of them handle to the exact physics of their real-life counterparts. As well as buying your cars brand new, you can take a trip to the salvage yard and pick up the scrapped motor of your choice. They're nearly half the price, but need work to get them purring again. Then almost every modification can be performed on your tarmac chariot. Along with the usual engine upgrades (turbo, NOS, suspension, etc), *Juiced* focuses on attention to detail – you can add illustrations and two-tone paint jobs as well as creating a spunky team badge. You can even choose an Alpine or Kenwood sound system – it won't make you go any faster, but it is a unique touch.

With a total of 32 tracks spread over eight environments you'll be glued to the driving seat for the entire season. Environments range from suburban sections where you race around complex neighbourhood roads, to the docklands where you get to enjoy picturesque ocean views. There is also a mode called Cruise, where you must perform various tricks and stunts to impress your fellow drivers and also the crowds that have gathered for the event. The trick-hungry audience are vocal in their response to the tricks you perform; so if you do a donut in front of them they'll cheer and your points will stack up. But if you keep on performing the same trick then they'll boo and your points will diminish. Also in Career mode you'll encounter eight different street racing crews whose respect you must earn. They may want you to prove yourself during a head-to-head race, or perform tricks in the Cruise mode. However, it's possible that betting highly on races may be the

NEED FOR SPACE: Edging out opponents on the corners can be a risky business, but worthwhile.


EAT MY DUST: Think this race is all over? One burst of NOS and we've a new winner.

STREET CRED

The researchers have really dug-deep to include many of the things that illegal street racing culture is about. The map is based on San Diego, which is regarded as the home of street racing. And the game's script is so life-like that most of the things included could quite possibly have happened last Friday night. Every unique touch, like the mobile phone and the in-depth modifications have been nailed, giving you possibly the closest experience to the real thing as is technically possible for a video game. So a hearty 'well done' goes to the research team.

LIGHT MATCH: Check out the lighting effects reflecting off this car, impressive, no?

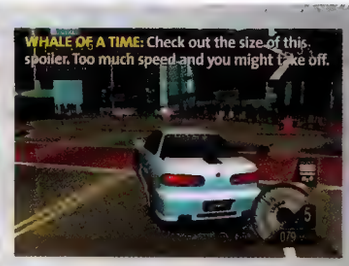
CROWD ALOUD: Performing well on the circuit will [illegible] cheer you to the finish line.

"DURING RACES YOU USE A WALKIE-TALKIE TO COMMUNICATE TO YOUR TEAM"

EASY RIDER: With the Start and Finish lines being so close, the race should be over in seconds.

GO FOR THE BURN: Tweak the NOS taps and you'll be spitting fire. Handy for roadside BBQs.

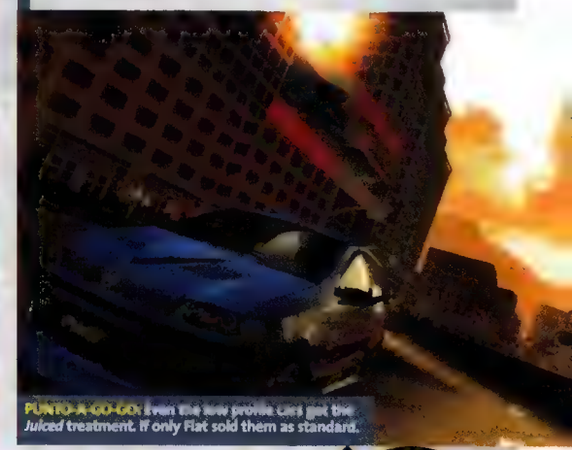
INSIDE TRACK: You can change the view so that you get REALLY close to the road. Nice.



WHALE OF A TIME: Check out the size of this spoiler. Too much speed and you might take off.

DRIVING FOR THE JACKPOT

For all the gamblers out there, *Juiced* employs a betting system that is the key to progression in the game. You can wager your money or cars on where you think you'll finish in a race, and you can also make a bet on finishing above a certain opponent on the track. All you have to do is place higher than the other competitor – so even if you come fifth and your rival comes sixth you'll still receive some money. But racing a bog standard Fiat Punto against a Nissan Skyline may be a bad idea, so you'll have to choose your battles very carefully.



PUNTO-A-GO-GO: Even the low profile cars get the *Juiced* treatment. If only Fiat sold them as standard.

key to impressing them – you've got to find out what makes them tick.

The big new feature of *Juiced* is the unique crew racing element. For the first time in a racing game you can hire and fire crew members. Once you've hired your new wheelmen (or women) you'll train them in the art of team work. The way the training works is simple: during a race you use a walkie-talkie in the corner of the screen to communicate to your team mates. You can tell them to push hard for a higher place, drive normally to hold their position, or instruct them to take it easy and hang back. All of these instructions have an affect on crew member AI and – more importantly – stress levels. So if you're constantly telling your team mates to push for a higher position their level of risk-taking will increase, causing them to make mistakes.

There are so many things that set this apart from any other games of it's type, that we expect some copycat releases in the near future. *Juiced* is already looking hot, and with the promise of tasty online play it could be brilliant. With six months until the green light, we're revving our engines in anticipation.

Juiced will be out in September.

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SPRINT TACTICS

***Juiced* is full of new ideas, and one of the best is the Sprint race. Equally matched cars are pitted against each other on a section of straight road. As you fly down the tarmac, you'll notice that the track becomes increasingly narrow and eventually thins so that only one car will fit. Obviously the sprint is all about getting off to a good start. That seems simple in theory, but considering that you have to use manual gears rather than an automatic, you're going to need to be inch perfect on each shift change.**

THE GREEN MACHINE: Select your motor and take on a similar car in the Sprint mode.

WHITE WIRE '97 SPRINTER: Having to use the manual gears in the sprint is a realistic touch.

NATHAN'S OPINION

LIVE AND DIRECT FROM AROUND THE GLOBE

After donning his leather driving gloves and slipping into the bucket seat Nathan takes to the track.

■ **NAME** Nathan Irvine ■ **DATE** 16/3/04 ■ **LOCATION** Juice Games, Warrington

"One word for *Juiced* – satisfying. When I saw how quick the game was and how everything slotted in to place so smoothly, I was excited about the prospect of a real contender to the *NFS* and *Gran Turismo* crowns – with a real UK car-modding edge. Playing up the UK angle is great for fans of the UK scene and *Juiced* is looking like it will offer something really special. There are still things that need to be ironed out, like the 'wobbly camera' effect, which makes the cars look like they're having a seizure at times. It's supposed be highlighting every bump in the road, but unfortunately makes it look like every track has been made by the Romans.

There are also issues with the frame rate, which slows down in some sections, but I'm sure these problems will be rectified before the full version is unleashed.

With a release date of September 2004, the development team have sufficient time to get the running smoother than a Skyline's hind-quarters.

It's got the looks (check out the shots around the pages for proof) and it's got bold original ideas. With the promise of online play to enhance the experience, and the chance to select a crew to make your mark on the virtual race track, this is looking like a trailblazing title for PS2 race fans. And I, for one, can't wait."

MY BEST BIT...

■ The 'crew' racing element is a great addition. Controlling your team-mates in an easy to use way just adds to the racing fun.

MY WORST BIT...

■ The wobbly camera must go. What's the point in having everything look so great and then go muzz it up with a shakey cam?

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★★★

EVER-OLD-D?: Check the new England away kit, as sported by Steven Gerrard.

■ **DEVELOPER** EA ■ **PUBLISHER** EA ■ **GAME TYPE** Football

UEFA EURO 2004

"There's even a fantasy mode so you can select your dream eleven"

ANTICIPATED FEATURES
- All 51 eligible teams from across Europe.
- Ten new skill moves.
- New Game modes including: Fantasy, Situation and Home and Away.

WHERE IT'S AT...
- The game's almost complete and will hit shops in May, a full month ahead of the Euro 2004 tournament's first game. Strange...

Footballs coming home, well at least it is if you're Portuguese. The Euro championships, taking place in June this year, are the third most watched sporting event in the world, with only the Olympics and the World Cup pulling in more viewers. So it's no wonder that 'official' football stalwart Electronic Arts have hopped on the Euro bandwagon to create a game in time for the big kick-off.

They've done it before of course. Their winning formula is to use an old game engine (*FIFA*) and then just reduce the number of play modes and change the title (*World Cup* etc). So in theory we all get ripped off; we're buying a game that's got less in it than the game we've already bought. Fortunately with *Euro 2004*, EA are cramming in plenty of incentives for this second, specially themed *FIFA* purchase.

The idea is to follow the path to the finals with one of the 51 teams eligible to play. The feel of the game is very familiar, due to the *FIFA* engine under the *Euro 2004* bonnet, but there are new elements – you can now fake, bicycle kick, perform diving headers and chip shots.

You can select your squad from a pool of 50 players per country. But, just like a genuine manager, you'll have all the trials and tribulations of real life situations. You need to make sure that your players have a good morale rating – although there are ways of building it, so if you give the captaincy to Scholes he'll respond by performing better on the pitch. Although any decision to offer the same sort of incentive to Heskey is up to you, just remember; it's an armband not a miracle... You're also responsible for setting up friendly, pre-event fixtures and if there are domestic games near to that date, Sir Alex might prevent Scholesy from joining the squad, leaving you with the unbearable thought of recalling Mr McManaman, to replace him.

The new Situation Mode puts you in the middle of a scenario. For instance you may be thrown into a knockout game with ten minutes to go on the clock, one man already sent off and you're one nil down. Your mission: to win the match. There's even a fantasy mode so you can select your dream eleven to play against the AI or a friend. Overall *Euro 2004* is well solid, and with a month to red card any bugs it looks like they've got another winner.

Euro 2004 is polishing it's boots in preparation for a May release.

DRIBBLE ANOTHER: All new skill moves create more problems for defenders.

RETURN TO BENDER: All new crossing abilities allow you to mix-up the passes into the box.

MY LITTLE PONY: Nearly all the character graphics are spot on. Especially Beckham's hair.

LICENSED TO THRILL

The UEFA license that EA have snapped up has allowed them to capture the real essence of the Euro Championships. The chance to step into the virtual managerial shoes of Mark Hughes and put things right for Wales is just one option. Although you're all going to have to form an orderly queue behind Dan D.

NATHAN'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

PSM2's biggest footie fan swallows his *PES* pride and tries out EA's latest effort.

■ **NAME** Nathan Irvine ■ **DATE** 20/3/04
■ **LOCATION** EA UK HQ, Chertsey

"Firstly, I *need* to let you know that I'm *PES*'s biggest fan. I'm so religious about it that I have to concentrate not to write off any other football title before I've played it. So, going to EA's HQ to check out *Euro 2004* was a bitter pill for me to swallow. I was expecting the usual clunkiness of the *FIFA* machine, but in fact I actually enjoyed playing it. The management aspect of the game is quality and the chance to arrange friendlies and select your squad under real life circumstances is a smart move. The shooting system has a number of problems at this stage, but I'm hopeful that these issues will be sorted before the release. Either way, *Euro 2004* is certain to be massive."

MY BEST BIT...
- The in-depth feel to the managerial side is reason enough to get this game.

MY WORST BIT...
- Dribbling around players feels unrealistic. It's like every defender becomes eight feet wide.

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AIR HOSTESS - busted	113414
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BREATHE - blu cantrell feat. sean paul	112521
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FRONTIN - pharrell williams feat jay z	112855
[illegible]	112598
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ME MYSELF & I - beyonce knowles	113293
ALL I HAVE - jennifer lopez ft. ll cool j #	112359
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THOIA THONG - r kelly	112948

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VOODOO CHILE - jimi hendrix	111305
SWEET CHILD O MINE - guns n roses #	111258
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24	112701
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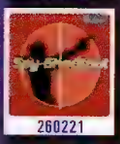
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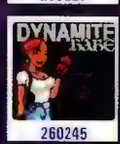

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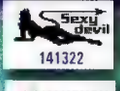

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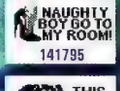

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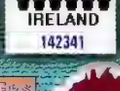

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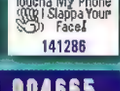

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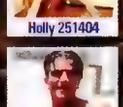
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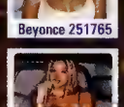
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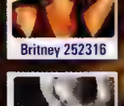
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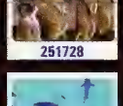
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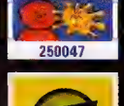
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■ **DEVELOPER** Supersonic Studios
■ **PUBLISHER** Empire Interactive ■ **GAME TYPE** Racing

MASHED

"Bonnets spiral skywards and rear ends get dismantled by enemy fire"

ANTICIPATED FEATURES
- 13 Playable tracks to unlock during Challenge mode.
- Race or Battle modes add variety.
- Vehicles are gradually destroyed as the game progresses.
- Frantic multiplayer action will have you reaching for the control pad over and over again.

WHERE IT'S AT...
- There are a few bugs that need fixing, especially the graphics and frame rate. However, we expect the finished game will be released this summer.

OK, so it's not the most original name ever, but look past the shoddy moniker and you may be seeing an all-time classic PS2 multiplayer game in the making. No shit. While it's a brand new title, *Mashed*, isn't exactly an original idea. You only have to look back over the last decade to find games that have used this formula before (*Micro Machines*, *Circuit Breakers*, etc). The objective is simple; stay on the screen longer than your opponents and win a point. Whether that's achieved by ramming the other vehicles to their doom or shooting the ass out of them is your decision. What sets this game apart from the others is the pant-wetting feeling of competition. And for all of the genuine race fans out there, *Mashed* has also implemented a single-player racing element, so you get two games for the price of one.

MARKED FOR DEATH: The blue square shows there is a lock-on to launch the 'Airstrike'. Nuts!

The racing is set across various terrain, from icy plains to treacherous mountain passes. The only thing that all the levels have in common with each other is that there are dangerous pitfalls and black spots in the roads that increase the tension of the race. All the tracks we've seen look incredibly detailed. For example there are rain-drenched cities, where the weather effects make tight corners slippery, and the Aztec ruins course, where columns of rock crash to the ground to halt your progress. But most notable is the highway section, which sees you racing down a freeway, Burnout style, weaving in and out of lorries and trying to escape incoming attacks from your rivals. It's a definite joy to behold.

A nice selection of vehicles are at your disposal, ranging from a '60s American muscle car to a near carbon copy of the new Mini, obviously de-badged for trademark reasons. All of the cars are destructible, meaning they can be mutilated in ways never seen before. The crashes are impressive at times; bonnets spiral skywards and rear ends are dismantled with help from enemy fire. It really adds to the ruff 'n' tumble feel of the game.

There were enough weapons to keep us occupied playing this preview code. We've seen a roof-mounted mini gun, flash bangs and a couple of double-barrelled

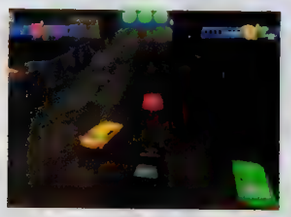
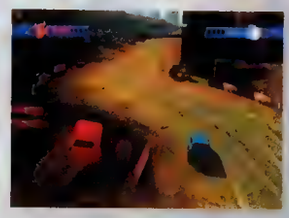
STRAP-ON SLAUGHTER

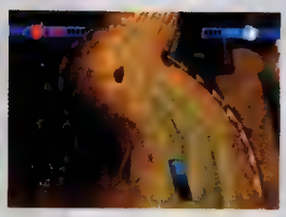
Games with vehicles that have ammunition rarely show the actual weapon that's being used. For instance, shells are usually fired from the front of the car and nobody seems to bat an eyelid at the fact there's no visual representation of the weapon on show. So kudos to Sonic Studios for taking an immense missile launcher and strapping it to the top of their vehicles. Not only that, but *Mashed* even has a laser sight attached to the guns so that you're fully aware that you're being locked on and ready to fumble. Also when you pick up the mines, they're stored on top of the cars so you can see how many you have left. Thanks.

GUN IN 60 SECONDS: Drive over a weapon icon and you car is visually 'tooled up'.

TRACKS OF MY FEARS: It pays to watch out for the oncoming trains.

MASH AND BURN: Too many crashes and you too could be driving a car like this.



shotguns that blast enemies when you're side-by-side position. But the most ingenious weapon that we had the pleasure of using was the Air Strike. Even the most useless of *Mashed* players will be able to get enjoyment out of the game, because if you're unfortunate enough to be one of the first out of the race, then all is not lost – despite being 'out' you're car is replaced with a crosshair that can be used to track the other players on the course, before locking-on and sending a heat seeking rocket screaming towards them. Revenge is indeed sweet.

So, the single player mode is looking good, but the multiplayer is where *Mashed* really excels. Since we've had the preview code here at PSM2, lunches, breaks and work time has been well and truly sacrificed and some friendships have become strained. Such is the addictiveness of *Mashed*. The way things are looking at the moment we're on the verge of a multiplayer game to rival even TimeSplitters come the release date. There are a few issues with a slowing frame rate but we're sure that this will be addressed before we get our sweaty palms on the finished article. Fingers crossed. PSM

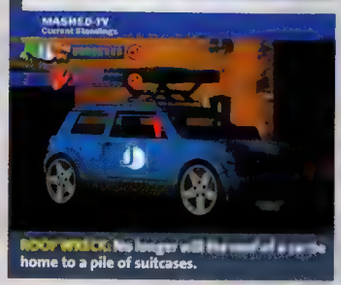
Best check the strength of your roll cage before Mashed goes on sale in June.

ETA June 2004

MASHED, CRASHED, RENDERED

Where would today's games be without RenderWare? *PES*, *Vice City* and, more importantly, *Burnout* have all used the platform to excel visually. *Mashed* will definitely give you that familiar *Burnout* feeling when you first play it, especially when you career headlong into an oncoming truck during the highway level and then witness your car contorting in various replays. Quick, slick and looking the shiznit, RenderWare really makes *Mashed* look fantastic and it all adds to the gaming experience.

RED DEAD ROVER: Vehicles remain a specific colour through out the game.



ROOM WRECK: No longer will the roof of a car be home to a pile of suitcases.

NATHAN'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

Dodgem car champion and multiplayer maniac Nathan grabs the wheel and prepares to get Mashed.

■ **NAME** Nathan Irvine ■ **DATE** 13/3/04 ■ **LOCATION** PSM2 Office, Bath

"Multiplayer games are the main focus of my spare time, so I was really looking forward to getting stuck into *Mashed*. I approached the game with caution at first – it is after all little more than a PS2 update of Supersonic's PSone legend *Circuit Breakers*. But thankfully I was instantly impressed. Sure, the single player mode needs filling out, because it's all too familiar from level to level, and the racing aspect of the game is bugged-up right now. For example the camera begins to pan around the corner before you get to it, causing you to feel as though you're driving on rails. So – like on PSone – the most fun you'll get from this game is no doubt the multiplayer mode. This is all down to the tactics that can be employed thanks to the new Air Strike attack. When a player is leading on points the rest of the players tend to team up mercilessly on him to ensure he doesn't win. There are plenty of complaints and people saying "Don't go for me! Go for him!". It may seem like a minor addition, but it's very entertaining and just plays like a dream.

In a sea of third-person action and 'stealth' games this is a breath of fresh (if not totally unfamiliar) air. Looks like PS2 has got a new multiplayer champion."

MY BEST BIT...

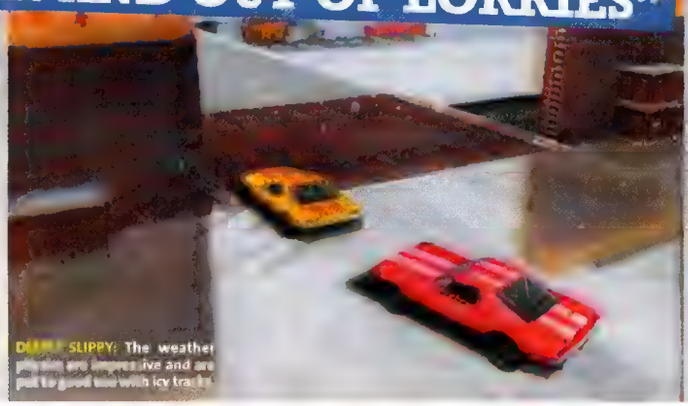
■ Seeing the full potential of the multiplayer mode was great fun. There's sure to be plenty of lost hours when the complete game arrives in the office.

MY WORST BIT...

■ At the moment there aren't a wide variety of weapons at your disposal. Also, the frame rate needs to be tweaked to keep up with the action.

ORIGINALITY	★★
CONTROLS	★★★★
PRESENTATION	★★★

"RACING DOWN A FREEWAY, WHILE WEAVING IN AND OUT OF LORRIES"



DOUBLE SLIPPY: The weather effects are impressive and are put to good use with icy tracks.

"PRECISE MOVEMENT RENDERED UNUSABLE" BAD BOYS 2 PAGE 64

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

67 Cat in the Hat
Quite frankly it's the most disturbing game we've ever played. The Cat is simply horribly creepy. Be afraid...

72 MX Unleashed
Ever fancy riding a motorised velocipede at speed over hills and jumps? Then now, young man, is your chance. Hurrah!

74 WWZero: Iron Storm
It stands for World War Zero – a surprise first-person shooter that ain't too shabby at all. Check out our words o' wisdom...

You want more?! OK, what about reviews of PTO4 (67), Romance of the Three Kingdoms 8 (68), Pool Paradise (70), Lethal Skies 2 (71) and much, much more...

HUGE REVIEW ► Page 58

WELCOME...

DAN G

The Fear. You've had it, right? Whether it be chafing your elbow on your bath chair or eating biscuits on the train only to discover an unopened packet in your bag later on – so *that's* why the fat man in the suit with crumbs around his mouth was staring so furiously at you. Think about it. The Fear has touched us all at one time or another. It ain't nice.

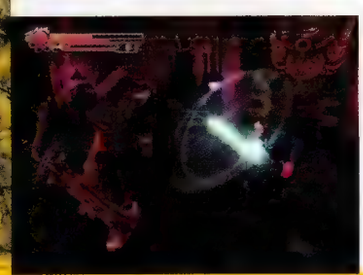
The Suffering gives us The Fear. Shitting crikey, does it *ever*. But we love it. Sure, at the end of the day we all huddle together in the giant PSM2 Bed and sleep with the lights on. (Er...) But even though it gives us the collywobbles something rotten, *The Suffering* is the first great gaming surprise of 2004 and a metric assload of fun to boot. Be sure to play it.

The second great gaming surprise of 2004 (even though we technically *knew* it'd be ace) is *Onimusha 3*. By the pudgy little arse of the sweet baby Jesus is it good, ditching the RPG elements of *Onimusha 2* and frog-marching the series into gloriously greener pastures by way of upping the action in mental fashion and teaming it with everyone's favourite – time travel! The only catch? Both games aren't out over here yet. But all good things come to those who wait. Unless they're the things left behind by those that got there first. But that's another matter entirely.

PSM2 GAME OF THE MONTH

ONIMUSHA 3

"Mental demon-mincing action, and then some"



PLAYING PS2 LONGER, HARDER,

DANIEL GRIFFITHS
EDITOR: Dan rules the PSM2 office with a raised eyebrow, a hard iron rod and a woman's hands. He keeps them in a jar under his desk, for "special moments".
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Cat in the Hat*

DANIEL DAWKINS
DEPUTY EDITOR: Dan doesn't wear clothes, but comes to work naked. His skin is rough and wrinkled like a hessian sack, and he paints himself each morning to look dressed.
SPECIALIST IN: Extreme sports
FAVE GAME THIS MONTH: *Onimusha 3*

JORIN SIEVERS
PRODUCTION EDITOR: Jorin's an immense New Zealandish giant. Just look how he dwarfs Dan G, who's perched on his arm here. He'll be dead by 30, mind.
SPECIALIST IN: Strategy action
FAVE GAME THIS MONTH: *World Championship Rugby*

REVIEWS

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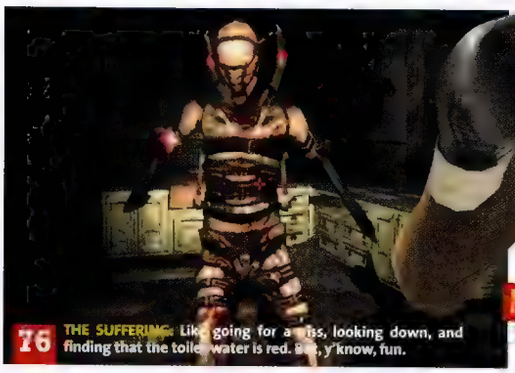


76 THE SUFFERING: Like going for a piss, looking down, and finding that the toilet water is red. Ha, y'know, fun.

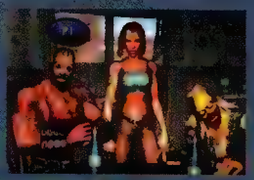
66 WORLD CHAMPIONSHIP RUGBY: The ball's not even round! What's that all about, eh?

64 BAD BOYS 2: Honestly, not as bad as you think. How's that for a recommendation?

FISTICUFFS! ► Page 62

FIGHT NIGHT

Hot two-fisted action that might just be better than Rocky. Can it be true?



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PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

NATHAN IRVINE
STAFF WRITER: Nathan's got the hang of dealing with PR now. "So when Crispin from Twuntsoft says *AssBlasters 2* is a mainstream game, he means it's shit?" Ding!
SPECIALIST IN: Sports, action
FAVE GAME THIS MONTH:
Pool Paradise

ANDREW KELLY
STAFF WRITER: Our second PSM2 Idol winner and new writer-person, Andrew hails from bonny Scotland. He insists that the leather mini skirt he's been wearing is in fact 'a kilt'. Hmm...
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
The Suffering

ADRIAN LAWTON
WRITER: Wordbot Lawton is also PSM2's disc-droid, responsible for putting the DVD together every month. He says working with machines makes him feel "nice".
SPECIALIST IN: RPGs and adventures
FAVE GAME THIS MONTH:
Fallout: Brotherhood of Steel

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

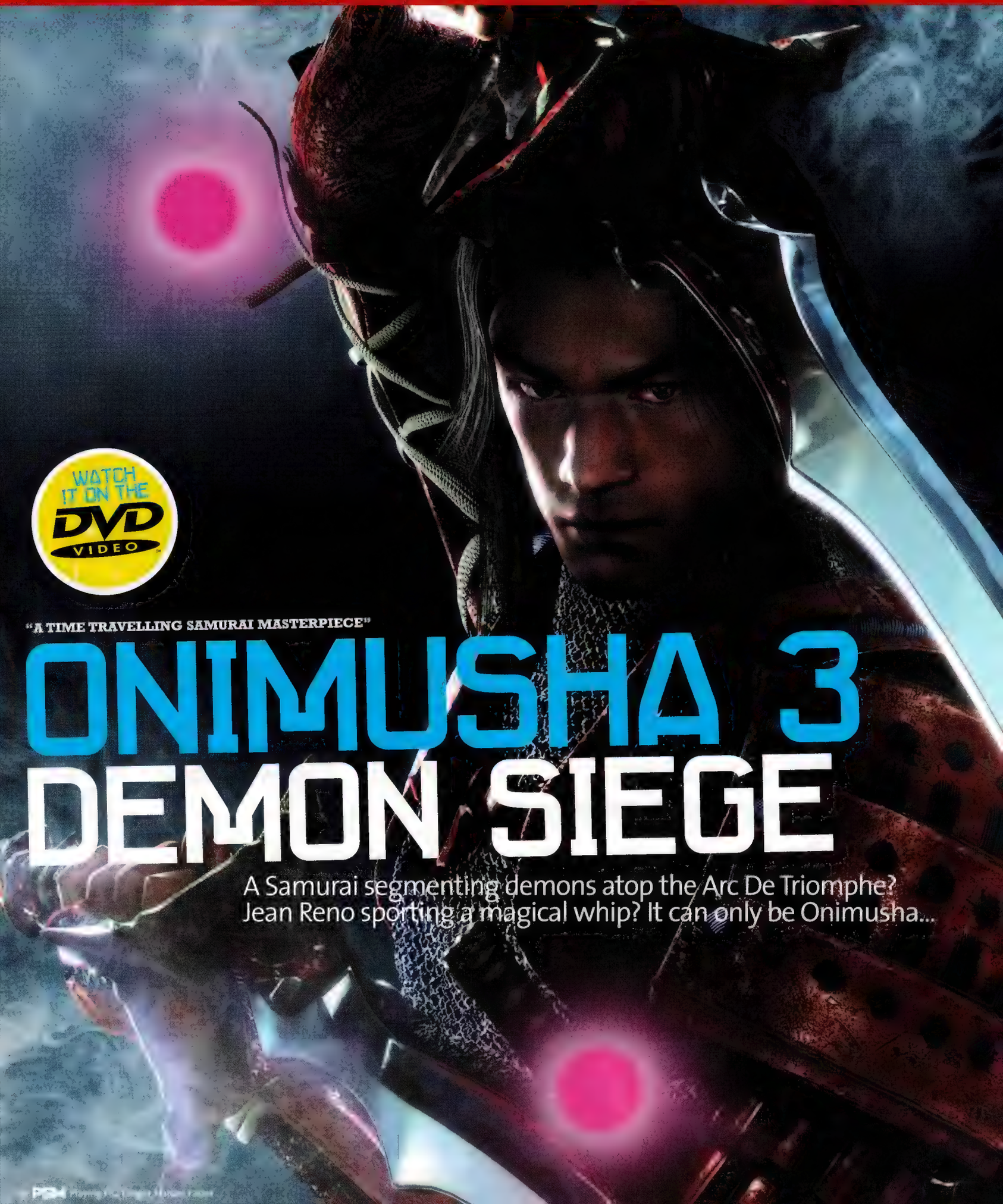
- PSM2 is 100% editorially independent. That means we'll tell you what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how load-to-load affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts tell the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, and level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 378kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

GAMEFAX
Violence
Sexual
Violence
Addictive

TRIVBURST
- Two distinct time periods
- Two playable characters
- Optional quests
- Celebrity likenesses



"A TIME TRAVELLING SAMURAI MASTERPIECE"

ONIMUSHA 3 DEMON SIEGE

A Samurai segmenting demons atop the Arc De Triomphe? Jean Reno sporting a magical whip? It can only be Onimusha...

Some things on this Earth are just intrinsically *wrong*. Like aubergines for example. What kind of person wilfully shovels such obscenely inedible filth down their food hole? A *blinkered idiot*, that's who. But then, just when you thought society couldn't sink any lower, couldn't stop buying average, no-brainer, hand-holding 'action' adventures a glimmering beacon of hope appears over the horizon; an uplifting effigy of third-person goodness that selflessly dishes out big, meaty slices of digital perfection. The game in question? Why it's the third installment of Capcom's soul-suckin', sword-swingin' *Onimusha* series of course. It's here to *save videogames* by being hugely brilliant and massively original.

For irregular readers who've missed our dribbling previews, here's everything you need to know about the *'Musha 3*'s plot in two simple paragraphs. The game begins with a raid on bad guy Odu Nobunaga's Honnoji Temple. You take control of the first game's protagonist, Samanosuke Akechi, and slice your way towards the sinister dwelling. Inside, Samanosuke and his nemesis begin what should be their final battle, but they're rudely interrupted by a bizarre time distortion that transports Samanosuke to France in the year 2004, where, incidentally, all hell is breaking loose in the form of the malevolent Genma demon clan.

After a bit of rucking, Samanosuke finds French rozzer Jacques Braun under attack and rescues him from a group of Genma ghouls. But then, just as the two are getting chummy, Jacques is whizzed back to feudal Japan by another time distortion and the pair are stranded in each other's respective time zones. Granted, if you were to see a plot as hackneyed as this in the cinema you'd probably start hurling Nachos at the screen – but for ►

"AN IMPECCABLY DESIGNED MASTER STROKE. THIS IS CAPCOM'S PS2 OPUS"

PIERCED BROSNAN: Jacques thrusts his pulsating weapon into a Genma ghoul.

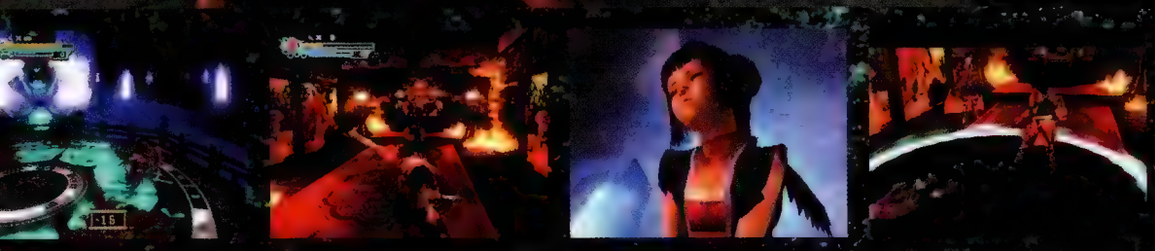
EXTRAS! EXTRAS! EXTRAS!

Samurai outfits

- Anyone with an *Onimusha Blade Warriors* save game on their memory card will be able to unlock a super-secret outfit for Samanosuke.
- Finishing the training mode allows you to bumble around in a panda suit – a quirky mainstay of the *Onimusha* series.

DON'T GO CHANGING

When Jacques or Samanosuke absorb enough purple souls they can transform into the all-powerful *Onimusha*. This increases their strength and gives them a healthy purple glow. This only lasts for a few seconds, but purple souls are easy to come by.



RUE DE LA DEATH: The opening battle takes place on this sleepy Parisian boulevard.

some reason, in the context of a videogame, it's absolutely frikkin' brilliant.

Gameplay has remained largely the same since *Onimusha 2*, but there's now an even greater emphasis on combat. Gone are the extended periods of demonless puzzling and you're now faced with action at every turn. While at first glance you may witness a sort of cross between *Resident Evil* and *Devil May Cry*, a more advanced forensic study will reveal that fighting in *Onimusha 3* is quite unlike anything else.

While the story and character development is important, it's obvious with a game like *Onimusha* that combat is the only thing that really matters. Every few steps will start up a fight, and every time you pick up an object you'll find yourself surrounded by demons. We're not put off by this. In fact, we applaud it. You see there's just so much to *do* to the enemy, especially with Jacque's whip. Now you can stab at them, swing at them, hurl rocks and barrels at them, stand on their shoulders and shoot them in the head, impale them with your sword... the list goes on – and the transition between these different methods of combat is so smooth that every second of play feels like you are – quite literally – *the man*. There are also teamwork elements that come into play when Jacques meets a youthful Samanosuke. Genius.

We're sad to report that the RPG stuff from *Onimusha 2* has all but disappeared, but we're consoled by Capcom's decision to leave the character building element intact. Both Samanosuke and Jacques have a soul-sucking gauntlet that allows them to imbue the floating spirits of felled demons. These souls can then be used to upgrade armour, gauntlet and, weapons. Considerable time can be spent souping up your armoury and it definitely pays off when

AVRIL RAVINE: This lovely valley is fully 3D. Mmm.

IS THIS THE BEST VIDEO INTRO EVER?

Onimusha 3's opening FMV is the breathtaking result of over a year's hard graft. Legendary Hong Kong choreographer Donnie Yen orchestrated the elaborate fight sequence through use of motion capture. Check the video out on our cover DVD, if you haven't already. But be warned – all other intro movies will instantly become crap in comparison. Yes. It's that good.

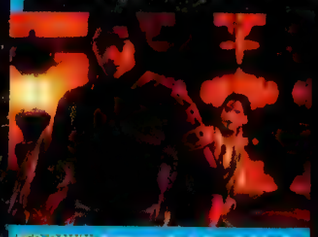
H2 WOAH: Jacques does some whippin'.

METAL NICKE A: Don't worry – this is the game's only mechanical enemy.

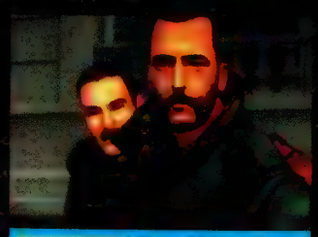
CAP CON: This room is very *Resident Evil*. Only with added samurai swords, of course.

ACTING THE GOAT

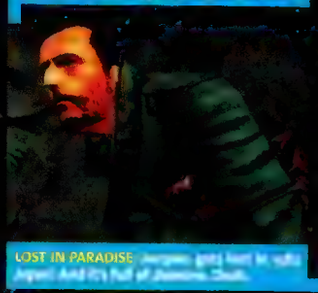
Samanosuke and Jacques are digital recreations of real-life actors Takeshi Kaneshiro and Jean Reno. Kaneshiro is something of a legend in Japan and Reno played a super-cool hitman in Luc Besson's film Leon.



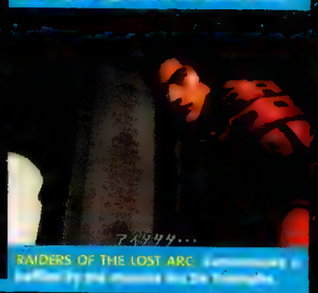
RED DAWN: Samanosuke is wounded by his [illegible]



BEARD RUNNER: Reno proudly wears a piece of [illegible]



LOST IN PARADISE: Jacques gets lost in rural Japan. And it's full of [illegible]



RAIDERS OF THE LOST ARC: Samanosuke is bullied by the [illegible]

"COMBAT IS SO SMOOTH THAT EVERY SECOND OF PLAY FEELS LIKE YOU'RE THE MAN"

confronted by some of the harder bosses. However, the biggest difference gameplay-wise between *Onimusha 3* and it's predecessors has to be the switch to three gorgeous, proper dimensions. Not only does this make things look a whole lot better, but the already excellent control system has been refined to take advantage of the new tracking cameras. You can now scurry around with the analogue stick; a welcome feature that makes gameplay feel much smoother and combat more intuitive. It's also very moreish, in the same way that shelling nuts is infinitely more entertaining than actually eating them. Some platform(ish) stuff has also been thrown in to pep the swordplay wherein Jacques uses his whip to swing around and reach areas inaccessible by Samanosuke. Another neat feature is the inclusion of Ako, a miniscule fairy who flutters around the two heroes collecting out-of-reach items and acting as a link for the more demanding time travel puzzles. Yes, you heard us right; *time travel puzzles*.

Capcom haven't fobbed us off with the tiresome, *Resi*-style 'key item' and block pushing puzzles of yore – we now have to think laterally and help our characters work together from different time zones. For example, Jacques (who's in 1582) opens a door that Samanosuke couldn't open in 2004 because it had deteriorated with age. Jacques opens it and the future is affected for Samanosuke – but that's the simplest of examples – we ground our teeth to a fine calcium grit trying to master some of the more obscure tasks.

Point your pupils in the direction of the screenshots and you'll know that *Onimusha 3* is a looker. While the pre-rendered backgrounds of the first two games were lovely, the new and improved 3D locales are *sumptuous* to say the least. From the brilliantly-realised streets of post invasion Paris to the lush flora and fauna of a Japanese forest, our eyeballs have been well and truly suckered from game start to game end.

Onimusha 3 is a game that exudes the care and attention lavished upon it by it's creators. Gameplay is tighter than a Scotsman's fist and everything else is, frankly, exceptional. It's rare that we get emotionally attached to a game, but *Onimusha 3* is so much more. It's a *design masterpiece*. **Andrew Kelly**

■ *Onimusha 3 is available now in Japan. Expect to see a PAL release (in English) this July.*

THE MONEY SHOT

Whipping a demon to within an inch of it's life and then finishing the job off with Jacques's pistol never gets old.

MR BURNS: This flamer is arguably the best weapon.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tight, flowing and rewardingly progressive. – Takes an age to level up at the beginning.	+ Smooth and exquisitely rendered. – An insipid sewer level is the low point.	+ Rousing orchestral score and super sounds. – Ako's grating cuteness kills our earholes.

LIFESPAN

You can clear up in a tidy ten hours, but there's so much scope for replay that you'll want to play it all over again.

MINUTES — YEARS

IT'S BETTER THAN...
ONIMUSHA 2

IT'S WORSE THAN...
PRACTICALLY NOTHING

An impeccably designed master stroke. Flowing, solid and perpetually rewarding; this is Capcom's PS2 opus and you're pretty much obliged to own it.

91

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-2
Memory Save: 841KB
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT'S CERTAINLY GOT SOME FRESH IDEAS UP IT'S BAGGY SILKEN SLEEVES"
PSM2#46

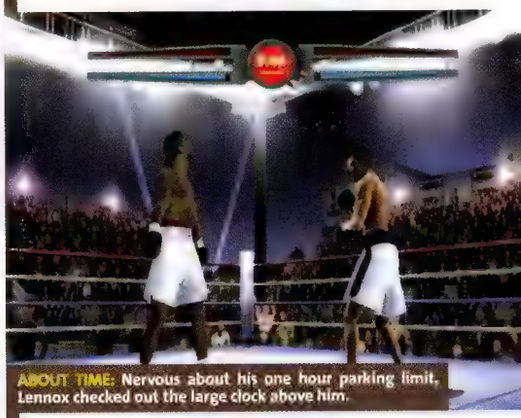
GAMEFAX
Sports
Realistic
Violent
Official licence

TRIVBURST
- 32 licensed boxers.
- Rag doll physics add to the realism.
- Five varying venues in which to exhibit your fighting talents.

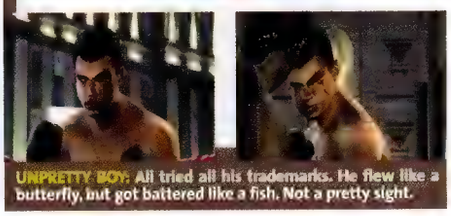
EYE, EYE: The boxer waited patiently for his opponent to find his contact lens.

HIP HOP BIFFO

Fight Night has gone all 'Ghetto' on us. The ring announcer is a real life rapper named after Winnie the Pooh's Tiger chum – Big Tigger. And the soundtrack is full of big name rap artists, like P. Diddy and M.O.P. It's literally hip hop until you drop.



ABOUT TIME: Nervous about his one hour parking limit, Lennox checked out the large clock above him.



UNPRETTY BOY: Ali tried all his trademarks. He flew like a butterfly, but got battered like a fish. Not a pretty sight.

"FLOAT LIKE A BUTTERFLY, STING LIKE A BEE"

FIGHT NIGHT 2004

Beating your fellow man to a pulp has never looked this good.

Fighting is surely the most universally recognised form of masculinity. On Friday nights all around the nation, youths gather outside kebab houses to pit their street brawling skills against one another – usually over something as trivial as a look in the wrong direction. If you've ever witnessed these bouts of brutality, you'll know that even glitzy backdrops and slick entrance sequences wouldn't disguise the fact that the two beer-soaked Neanderthals in front of you are just windmilling at each other – there's no panache. There are classy forms of battling though, for example Karate and Ju-Jitsu are choreographed to perfection. But the basic and foremost effective type of fighting has to be boxing. No flash kicks, no body slams, just pure toe-to-toe pummelling. Millions across the globe watch the sport live or on TV. They feel every punch, and shout orders to the fighters like they were ringside. If only they you experience real boxing without risking a trip to the A&E straight afterwards...

Good job for *Fight Night* then, because EA have come up with the closest thing to mimicking the real antics of the squared circle that has ever been seen. *Fight Night 2004* replaces the aging *Knockout Kings* title, and with a new name we've got a fresh new experience. All the trimmings of a genuine boxing match are all packed in tighter than gumsheild. Upon entering the building, the boxers strut down the catwalk to the sound of a thumping hip-hop theme. Each fighter is then accompanied to the ring by an entourage, which includes various scantily clad ladies. There are a number of boxing arenas to exhibit your talents in, ranging from a run-down gym, right up to the boxing Mecca that is Caesar's Palace. The classier the venue, the more extravagant the entrances are.

THE MONEY SHOT

Taking down your opponent with a power punch is satisfying. What's even better is adding insult to injury by landing a few more shots to the head while he's falling.

One pioneering feature is the Total Punch Control System. This allows you to use the sticks to control your arms and (like the swing system that's now a moajor part of Tiger Woods) once you get used to it it's extremely involving

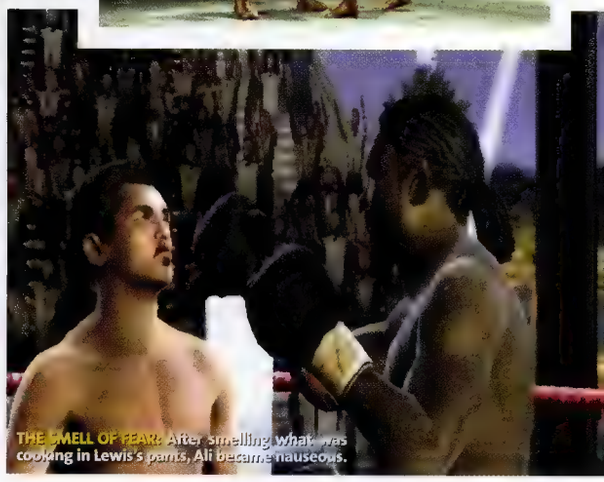
QUESTION... What farmyard animal would you associate with Muhammad Ali?

DOT.COM www.easports.com/games/fightnight2004 The perfect insight to everything that you ever wanted to know about the making of the game.

ANSWER A GOAT, because he's known as the Greatest Of All Time. GOAT. See? Jeez, we don't make this shit up y'know.

FATAL ATTRACTION: Uninterested in the bout, Bernard checked out his rival's package.

HEAD START: Halfway through round 1 Afroman still couldn't workout why his headshots were ineffective.



THE SMELL OF FEAR: After smelling what was cooking in Lewis's pants, Ali became nauseous.

CONCRETE FEAT: The award for 'Best Hands in Cement' goes to...

EXTRAS! EXTRAS! EXTRAS!

Realism, realism

- All the boxers have their real-life fighting characteristics. For example Lennox Lewis is extremely powerful, so his punches will cut up the most leather-faced of opponents.
- Taking the time to do the training routines rewards you with more points than you'd get if you choose to 'auto-train'. This enables you to build your boxer attributes quickly.

and really makes you feel in complete control of each punch and where it makes contact with your opponent. Couple this with the impact vibration of the controller and it's the best boxing control system ever.

There's a lot of emphasis on defence in *Fight Night*. Hold down the L1 button and move the left analogue stick and your brawler will lean out of the way of incoming haymakers. Holding R1 and moving the right analogue stick lets you block attacks aimed at specific areas. Again, clever, though trying to combine the two can be as complex as threading a needle while wearing a pair of boxing gloves.

The in-game graphics have undergone some much-needed plastic surgery since their *Knockout Kings* beginnings so now the appearances of the 30 licensed boxers are extremely life-like, something you'll especially notice when they're beaten to the canvas. In *Knockout Kings* the fighters used to fall to the floor in predetermined ways, whether they were struck with a straight jab or a meaty uppercut. *Fight Night* has eliminated such inaccuracies and uses the now familiar 'ragdoll' effect to ensure that each punch has a different outcome. Throw a hook to the stomach and watch your opponent crease like a piece of paper. Try to remove his head with an uppercut and saee him recoil backwards then hit the deck like a fallen tree. Your character's face also grimaces in different ways depending on how you were slugged. And, of course, if you take too many nasty punches then you'll start to see blood spilling from the gashes on his skin.

The career mode has also been revised to great effect. You can enter your fighter at the bottom of a ladder of 50 contenders. As the years progress, older fighters will retire and new ones will be drafted in, so that the whole game plays with a real-time effect. At the end of each year you're presented with a basic awards ceremony, where you'll be handed a trophy for any particular area that you've excelled in during the year. So, even if you don't win a belt, you still get a lovely statue to be proud of.

So far so good but in places the game does feel slightly shallow. Straight jabs don't feel as solid as they should do with the heavier of fighters. For example a Lennox Lewis jab would stop most men in their tracks, but here it's more like a lightweight amateur is performing the move. And some of the 'ragdoll' physics during knockdowns are exaggerated for effect. If they've gone to the effort to put them in, then they want you to see them.

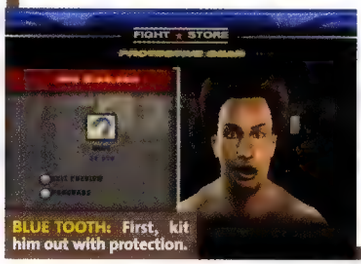
Fight Night is just pure boxing – there are no mini games and no arcade type features, which means no variation. But if great boxing's what you want, great boxing's what you'll get here. The only people who might not like this game are pacifists, but *Fight Night*'s so good it might even sway them. **Nathan Irvine**

■ Fight Night 2004 *will making it's debut in the*

THE BIG GRAPPLE: Aware that his opponent was useless, Afroman tried to hug him.

CREATE YOUR OWN BRAWLER

There are numerous options to help you create your boxer; from hairstyle to gum shield colour. This gives you the chance to create any boxer you fancy. Maybe even yourself – if you can stomach seeing your own face pummelled to a bloody pulp.



BLUE TOOTH: First, kit him out with protection.

SKILL ZONE: You can pump him full of attributes.

SHORTAGE: Pick your pants then get to the action.

"THROW A HOOK TO THE STOMACH AND WATCH THEM CREASE LIKE PAPER"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The most realistic boxing controls ever. – If you don't like boxing, why would you buy this?	+ The stunning visuals are painful to behold. – The blood effects could have been better.	+ Realistic impact sounds, ambience is impressive. – The soundtrack and announcer are annoying.

LIFESPAN

You'll really get your teeth into the Career mode. Multiplayer mode will have you scrapping with your mates until the early morning.

MINUTES — YEARS

IT'S BETTER THAN...

ROCKY

IT'S WORSE THAN...

NOTHING...

The gloves are off between *Fight Night* and the current champ, *Rocky*. Our money's on the newcomer to become a long-running undisputed champion.

88

INFOSTRIP

DETAILS
Developer: Blitz Games
Publisher: Empire Interactive
Players: 1
Memory Save: 320kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

GAMEPIE
60% Kill.switch
30% Movie licensed cash-in
5% Cannon and Ball's Boys in Blue
5% Actual surprise at this being not-too-bad. Fancy!

TOP 5 BAD BOYS
- Hitler
- Satan
- Professor Moriarty
- Fu Manchu
- Hugo

GAMEFAX
Action/Adventure
Violent
Film tie-in
Hard

TRIVBURST
- 15 stages of gun blazin' (so it says here) action.
- Three different gameplay types; Action mode for shootin', Explore mode for explorin', and Sniper Mode for, er, snipin'. Jings.

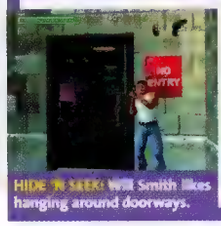
THE MONEY SHOT
Get hold of a shotgun and blast someone with it at close range. They'll fly, movie-style, across the room. Violent, but pleasing.
2/50
KNEECAPPED: Shoot men in their legs just for the hell of it.

HIDE 'N PEEK

While tucked behind a door or wall, you can use the right analogue stick to aim your crosshair at where you want to shoot when you pop out. It's even better when the soon-to-be-dead goons are standing in front of a generator or barrel, as almost everything can be blown up for area-effect mega death. Nice.

BOG STANDARD: Shoot men as they void their bowels.

GETTING AHEAD: Now that has got to hurt. Nasty, eh?


HIDE 'N SEEK: Will Smith likes hanging around doorways.

JOHN MUST: You're not cops aren't allowed to do this.

"WISE-CRACKING, BIG-TALKING GUNPLAY FROM MIAMI"

BAD BOYS 2

Bad boys, bad boys, whatcha gonna do? Squat behind some boxes? Right you are.

It wasn't a good omen. We were sent *Bad Boys 2* review code two days before the game went on sale. Normally, such behaviour is indicative of a game of the fishy variety, a churned-out munter of a disc that hums like a giant castrato bumblebee. Imagine our surprise, then, to find that *Bad Boys 2* is a reasonably capable third-person shooter. Go on. We said imagine it.

That's not to say *Bad Boys 2* is brilliant, or that it's going to oust, well, pretty much anything from your PS2's disc tray, but it's capably designed and, on occasion, highly enjoyable. Sadly, it's dragged back down into plain 'OK' territory by a mass of technical issues – but at it's core this is a decent action game that brings the film to life.

Not only does it ape the nonsense of the film it also apes Namco's *kill.switch*. A lot. Just like that title, it's a third-person shooter with an emphasis on using cover to progress successfully. Unlike *kill.switch*, though, you can't do this just anywhere; handy floor-icons let you know exactly where to hit ◎, which backs you up against a pillar or ducks you beneath a wall. As such, this isn't as 'free form' as *kill.switch*, although the icons are plentiful; nonetheless, there'll be times where you'll want to hide from bullets but just can't as the game designers haven't put any special squatty hotspots around.

But the system works. It's not brilliantly implemented, however, as flipping the left analogue stick to pop out and fire leads to a jarring switch back and forth between third-person hiding and first-person shooting, which is confusing and disorienting. This lack of polish extends to other areas too; you can auto-aim with L1, but it's erratic and frustrating, and only works if you've got the crosshair practically on an enemy. Crucially, aiming itself is disappointingly tricky as precise movement rendered almost unusable as your sights swing back and forth.

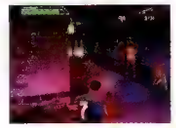
It's these technical issues that really hold the game back. It doesn't look much cop (ha!) either, the between-levels FMV looking particularly shabby, the main characters barely recognisable as Martin Lawrence and Will Smith. It's also the most gutter-mouthed game we've played since *The Suffering*, which is mildly entertaining for the first few games until it becomes repetitive.

So full marks for trying, then, but a bit more Bruckheimer-style polish is needed. **Jes Bickham**

■ Bad Boys 2 *is already laughing at yo' momma.*

CAR COVER: This knacked old car provides handy hidin'.

IDENTITY CRISIS: It's hard to tell which back-of-the-head is Lawrence and which is Smith.



PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Plenty of cover-hopping action. – Fiddly aiming mechanics that frustrate mightily.	+ Well, it looks a tiny bit like Will Smith... – Awkward character models and animation.	+ Plenty of quip-worthy conversation. – The fake Smith and Lawrence are very fake.

LIFESPAN
The 15 levels make for a middling lifespan, but you'll probably get fed up with the game before you see the end.
MINUTES — YEARS

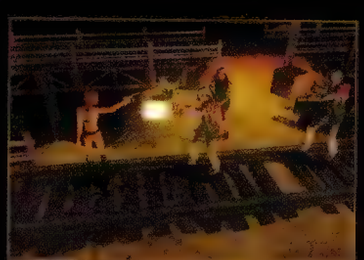
IT'S BETTER THAN...
CHARLIE'S ANGELS

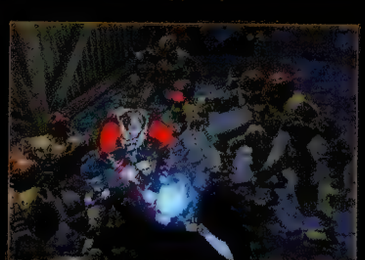
IT'S WORSE THAN...
KILL.SWITCH

Totally un-dreadful, which is a pleasant surprise. But we can only damn *Bad Boys 2* with faint praise as it's otherwise clunky, fiddly and frustrating.

5.1

AFTER THE HUGE SUCCESS OF BALDUR'S GATE DARK ALLIANCE 1 & 2, INTERPLAY BRINGS ANOTHER AWARD-WINNING HIT TO THE CONSOLE





Humanity struggles to pick up the pieces after a devastating nuclear war. As a courageous member of the Brotherhood of Steel, your mission is to bring peace to this post-apocalyptic world filled with relentless chaos and radioactive nightmares.

16+ www.pegi.info

PlayStation.2 XBOX avalon INTERACTIVE Interplay

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INFOSTRIP

DETAILS
Developer: Acclaim
Publisher: Swordfish
Players: 1-4
Memory Save: 120kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

GAMEDIGIT
20
The number of international teams featured in *WCR*. From Jonny Wilkinson and his patented poo-stance kicking style, to New Zealand legend Tana Umaga – they're all in here.

TOP 5 PLAYERS
- Jonny Wilkinson
- Martin Johnson
- Colin Charvis
- Tana Umaga
- George Gregan

GAMEFAX
Sports | Official licence | Multitap | Hard

TRIVBURST
- The official game of the England rugby team.
- Player models include scale, weight and looks.
- Players get dirtier as the game progresses and the pitch deteriorates.

THE MONEY SHOT
Marvel at the elegance of rugby players as they scratch their bollocks and clear snot from their sinuses. It's all in World Championship Rugby.

THE TRYING GAME

Booting the ball all over the field is tactically crucial to gain an attacking field position. Short range chip kicks are also a handy tool in broken field play to penetrate the defensive line. And then there are the famous drop goals, with which super-boot Jonny Wilkinson helped England win the World Cup last year.

"THE OFFICIAL GAME OF THE WORLD CUP HOLDERS STINKS"

WORLD CHAMPIONSHIP RUGBY

A pile of men and a game featuring 'hookers'? It's an 18-certificate for sure!

We blame Konami's 1983 arcade game *Track and Field* for ruining *WCR*. If you're old enough to recall this popular athletics game where the faster you pounded the buttons the faster your player sprinted, you'll also remember how much it killed you hands and fingers. And *WCR* is similarly painful to play because all rucks, mauls and scrums are contested by hammering ⊗ as fast as as you can. You could almost put up with this if you only had to compete for the ball every now and then. But the nature of rugby is that there's always large pile of sweaty men in a heap trying to rip, claw, or tear the ball off a tackled player.

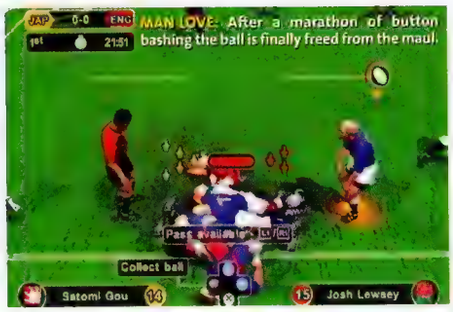
When you manage to extract the ball from the tangled mass of beef and give the agile backs a chance to pass it around, things improve a lot. Passing and kicking are instinctive, smooth and responsive and a decent running game can be quite exhilarating. There's a wealth of neat attacking touches like sidesteps, grubber kicks, miss-a-player passes and sprint power to make try scoring varied and fun. And completing a triumphant leap over the try line after a skilled back line movement can be quite satisfying.

Unfortunately there's a serious problem with the defensive control system. It's to do with the amount of time it takes you to gain control over a player when you switch to them – it should be instant, but it isn't. Therefore, when you switch to a player closer to the ball, instead of being immediately ready to tackle you're in a temporary state of limbo while AI controls your player, and he *always* does the wrong thing. It's very unrealistic and it makes you want to tear your hair out. It's incredibly difficult to seize possession, so the odds are stacked too far in favour of the attacking team.

The biggest mistake in this game's design was assigning the most tedious part of rugby – the rucks and mauls – too much importance. The method for gaining possession is physically torturous and frustrating.

So, we're sorry *WCR* – but no game is worth RSI and hand cramps. **Jorin Sievers**

■ *WCR will be kicking off on 8th April.*


MAN LOVE: After a marathon of button bashing the ball is finally freed from the maul.
Pass available
Collect ball
Satomi Gou
Josh Lewsey

TRY AND TRY AGAIN: England are about to exploit their perfect field position.
Pass available
Collect ball
Tapping = Push
Holding = Dig in
Yuya Kitano
Jason Robinson

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The attacking game is comprehensive, but... – Defensively it's a joke. Button-mashing's a killer.	+ Functional, rather than lush, with OK stadiums. – Jumpy tackling, ugly crowds and poor replays.	+ Decent commentary with rugby cliches. – Solid tackles lack the "Ooomph!"-factor.

LIFESPAN
You'll really try to persevere, but after a couple of hours it will dawn on you that the defensive game is truly defective.
MINUTES — YEARS

IT'S BETTER THAN...
A BATH WITH MEN

IT'S WORSE THAN...
RUGBY 2004

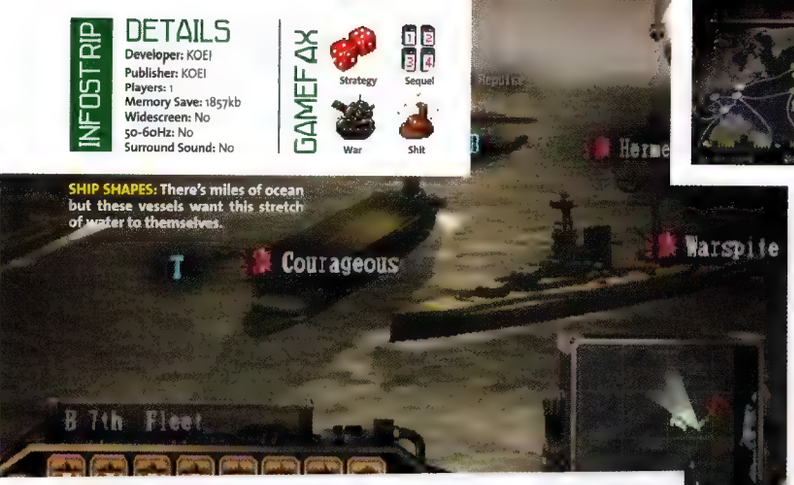
Constantly being bogged down in frustrating, button-hammering battles for the ball kills the fun of the free flowing game that rugby should be.

5

INFOSTRIP

DETAILS
Developer: KOEI
Publisher: KOEI
Players: 1
Memory Save: 1857kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Strategy
Sequel
War
Shit



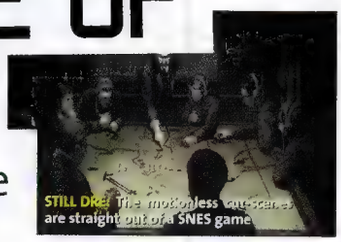
SHIP SHAPES: There's miles of ocean but these vessels want this stretch of water to themselves.

SMOKEY AND THE IDIOT: There's more smoke than a Jean Michelle Jarre gig.

"FISHIER THAN CAPTAIN BIRDSEYE'S FINGERS..."

PACIFIC THEATRE OF OPERATIONS IV

We will fight them on the beaches, in the air, on the land and... well, mostly at sea.


STILL DRE: The motionless cut-scenes are straight out of a SNES game.

E7... Miss, G9... Miss, D1... Hit! Shit me, you've just sunk my battleship! The majority of us have played Battleships at some point in our lives, or at least heard of it. All you need is some paper, a pencil and a ruler to draw the grid. Simple. But thanks to the master tacticians at KOEI, you now need a PS2 and a telly. Great... This sucks the biggest torpedo ever.

PTO IV sees you command a fleet of ships, during World War Two. You can play as the Americans, Germans, Japanese or the jolly old British. You can also select whether your chosen country are evil or allies, so now the Germans can feel what it's like to be on the winning side. Then, (like the ancient game involving pens and paper) you decide which area you want to deploy your ships within the War Room, and then you're off to the open seas – where the watery shit hits fan.

The sea battles are played out in real-time 3D that wouldn't look out of place on the PSone. Ships look blocky and move in unrealistic ways (these vast, car park-sized vessels don't so much turn on a sixpence as spin like a boozed up breakdancer). And when they finally do sink it's about as exciting as farting in the tub. There's some bubbles then 100 tons of metal plunges beneath the waves faster than Jeremy Spake surfing on a lollystick.

There's plenty of atmos. The resonance of the ship's artillery blasting across the water sounds decent and the engines of the planes are 'quite realistic'. But two cack-handed positives like that aren't going to give this game the planet-sized water wings it needs to stay afloat. It's about as fun as World War 2. But shorter. **Jorin Sievers**

■ PTO IV *is firmly anchored in shops now.*

PSM2 VERDICT

Admirable detail, brave and bold originality but the sub-SNES looks and 'spruced-up B attleships' simplicity leave it all washed up.

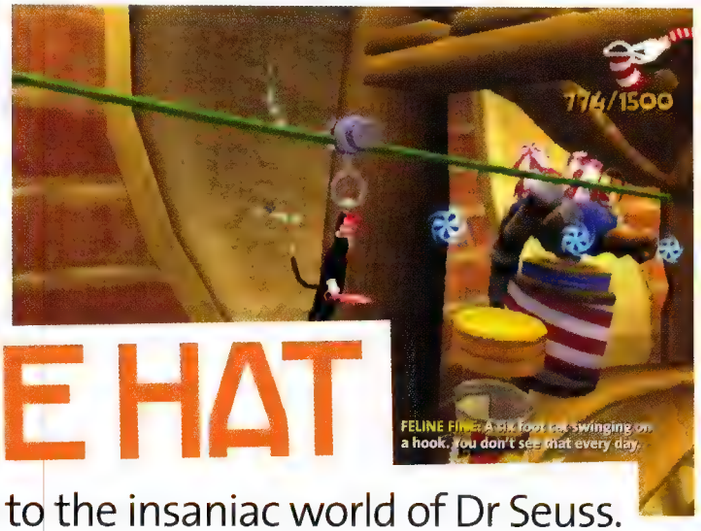
41

INFOSTRIP

DETAILS
Developer: Magenta
Publisher: Vivendi Universal
Players: 1
Memory Save: 141KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Stupid
Platformer
Film Tie-in
Shit

CAT-ASTROPHE: What part of the rules to Hide and Seek didn't you understand?



FELINE FINE: A six foot cat swinging on a hook. You don't see that every day.

"EXPERIENCE THE STRANGE WORLD OF DR SEUSS"

THE CAT IN THE HAT

Cats, hats and bubble-firing umbrellas. Welcome to the insaniac world of Dr Seuss.

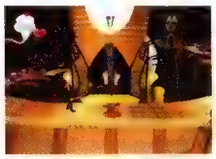
Imagine being Dr Seuss on a day-to-day basis. Imagine trying to do the shopping while under illusion that you're being chased by six foot cats. In hats. Or ordering pizza where everything you say has to *rhyme*. It's be a bloody nightmare. But that's how 'fist in the face' annoying the world of Dr Seuss is. Was he ever a real doctor? We don't know, but if he was we fear for any and all of his patients. Jesus.

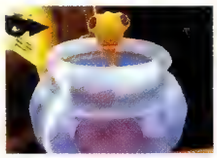
And now there's a movie based on this madman's sub-infant, Cat + Hat drivel, and – joy! – a videogame based on the film. We say again – Jesus... You play as the Cat (avec Hat), teleporting into various household appliances (fridges, televisions, etc) and then making your way through each level to clean up the magic that has been spread all around. Please try and stay with us here. In a nutshell, these stages consist of capturing enemies inside bubbles, jumping on springs and smashing boxes. The 'wacky' themes of each level are the only variation and he action remains boringly 'KERRAZY' throughout.

The Cat in the Hat is undeniably colourful, and crammed full of the sugary, empty calories that impressionable kids love. In theory there should have been enough substance in the Mike Myers film for the developers to create an enjoyable, unpredictable game. But in practice we're fed a lukewarm serving of cynical catnip.

We're willing to wager that if the good Doctor was able to see the film he would spin in his grave. If he was to play the game however he'd be positively back-flipping. **Nathan Irvine**

■ The Cat in the Hat *is in shops now.*





PSM2 VERDICT

Another film-to-game conversion that has come up short. There's a certain amount of silly entertainment to be had, but not enough for a full price purchase.

27

INFOSTRIP

DETAILS
Developer: KOEI
Publisher: KOEI
Players: 1-8
Memory Save: 758kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEDIGIT 15
Roughly the amount of hours it takes to master every facet of gameplay – but even then, you'll still be shit. Winning a battle requires untold patience, and anyone who does can consider themselves 'hardcore'. Or sad.

TOP 5 WARRIORS
- Li Mu Bai
- Xena
- Zatoichi
- Cleon
- The Ultimate Warrior

GAMEFAX
Strategy | Management | Hard | Old Skool

TRIVBURST
- 611 characters
- 100 event types
- 26 skills to master
- 54 scenarios
- 40 different endings

PSM2 BRONZE AWARD

"SUMMON UP A SPREADSHEET OF STATS AND LET 'EM HAVE IT"

ROMANCE OF THE THREE KINGDOMS 8

Love strategy games? Have a passion for ancient Chinese history? Hellooooo?...

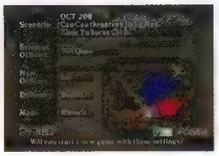
You know those people who don't prepare before they get on a bus? They fumble around for their change, they dodder back and forth, and finally give the driver the wrong amount. Well, playing *Romance Of The Three Kingdoms VIII* is a lot like that. You sift through swathes of menus, tinker with statistics, order people around, click on buttons that appear to do *nothing* and then you finally get to *attack* someone – well, after you select a battle strategy, click through another dozen icons and manage your army's resources, that is. It's more akin to *work* than *entertainment*, but the funny thing is, it can become strangely compelling when you master the many nuances of the gameplay.

You begin *Romance* by selecting an officer from over 600 preset historical characters and your ultimate goal is the unification of a severely broken ancient China. Good eh?... There are a range of levels to choose from, but your rank determines how much influence you have over your troops – choosing the 'Chief' rank lets you command an army, but not a city, for instance. The majority of the game is controlled through text menus and each gameplay 'month' requires you to assign actions to your people. The number of stuff that requires fiddling is overwhelming, and the first half hour of play will involve you squinting at the screen in misty-eyed confusion.

As you'll have noticed, this is not a pretty game. In fact it's a pig-ugly, gurning beast of a game. It's like something that fell out of the Super Nintendo's arse. But the school of thought here seems to be that gameplay takes precedence over sumptuous visuals – that, or KOEI were too lazy to update it and thought we'd find the retro-ness appealing. Whatever your thoughts, you don't play *Romance* for it's looks – you play it because you like lengthy, robust strategy games.

OK, for 'robust' you could almost say 'bloated' but it's incredibly good at what it does (would you expect anything less from something that's already seven sequels old?) But the truth is; it really doesn't belong on PS2. We applaud KOEI's decision to release it in the West but we really don't have time for something with such *abnormal* depth. If you were trapped with this game you would absolutely love it; you'll be toying with your army 'til the wee small hours. But give us a choice of what to play and in terms of accessibility, playing *Romance Of The Three Kingdoms VIII* is like trying to complete a Portuguese astrophysics paper. **Andrew Kelly**

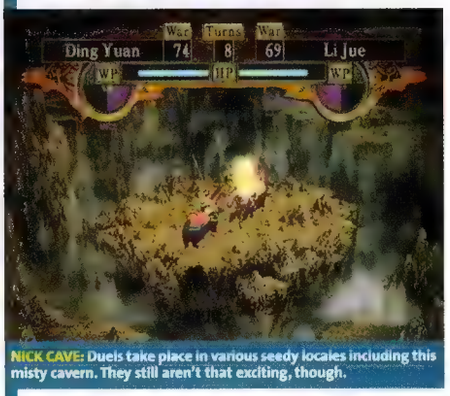
■ Romance VIII *is on the charge now.*



THE MONEY SHOT

I CHALLENGE THEE!

If you and a rival commander clash on the battlefield you'll be offered a duel. Refuse and your men will abandon you, but win and their morale will shoot up. Even if you lose, they'll still love you for trying. The simple-minded tits.



NICK CAVE: Duels take place in various seedy locales including this misty cavern. They still aren't that exciting, though.

RIVAL SCHOOLS: Leaders hurl bitchy abuse at each other.

FIGHT BOX: Duels are controlled through menus.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Does what it does as well as it can. – Completely and utterly impenetrable at times.	+ Excellent FMV and some detailed 2D artwork. – Just look at the screenshots.	+ Nice traditional Chinese music throughout. – Frankly, embarrassingly crap sound effects.

LIFESPAN
If you're willing to stick with it, this game could theoretically last *forever* since there's no real 'ending' as such.
MINUTES — YEARS

IT'S BETTER THAN...
ROLLERCOASTER WORLD

IT'S WORSE THAN...
DYNASTY WARRIORS 4

Ultimately boils down to endless menu clicking and number-crunching, but if you want a thinking man's game then this is for you. Solid strategizing.

70

FROM THE CREATOR OF KESSEN™ AND DYNASTY WARRIORS®

JUNE 2004

New Auto Formation System changes castle levels each time you play!
Create a warrior playing mini-games in New Warlord mode!
New Active Mission System triggers new objectives from over 500 mission variations!

12+

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PlayStation®2

INFOSTRIP

DETAILS
Developer: Ignition
Publisher: Awesome Studios
Players: 1-2
Memory Save: 376kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

TOP 5 TRICKS
- Jump shot
- Rail ride
- Three way sink
- Backspin
- Pint-smasher

GAMEPIE
30% Lining up your shot.
30% Stroking the analogue stick.
25% Being disturbed by your opponent's floating hands.
15% Admiring the island's views.

GAMEFAX
Sport | Realistic | Budget | Addictive

TRIVBURST
- 30 computer opponents to play, represented only by their hands.
- 11 styles of pool rules.
- Play for cash, place bets on specific shots and borrow money.

PSM2 BRONZE AWARD

BEACH GAMES

When you get bored of standard pool games you can play one of several novelty tables of bizarre shapes. There are also minigames including darts, a *Dropship* arcade cabinet and something called 'skeepool'. Oh, and you can blast coconuts with a cannon. Of course.

NOVELTY TABLES: Pool purists will probably choke on their cues at the sight of these strangely-shaped contraptions.

DARTS: It's a game of skill, control and a steady hand. Oh and beer, lots of beer...

DROPSHOT: Yes, they've even managed to sneak the arcade 'classic' in there.

"FEEL THE CUE. TAKE A DEEP BREATH. NOW SHOOT"

POOL PARADISE

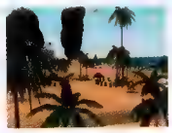
What could be better than a fruity cocktail at sunset and a stimulating game of American 8 ball?

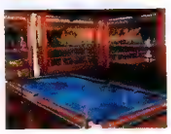
STRAIGHT AND NARROW: The laser signter is one of the most useful tools available.

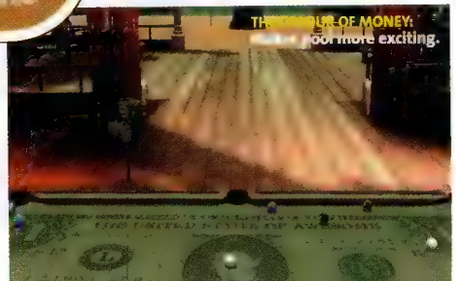
What are the advantages of a pool simulation over the real thing? Not having to pay a quid for each game and not having to build an extra room on your house. OK, so what are the disadvantages? Er... not being able to blame a crooked cue for missing the shot and not being able to stomp your foot by the table to make a ball fall into the pocket. *Pool Paradise* sidesteps this debate by being, well... rather good actually.

The location for this refined sporting extravaganza is certainly a paradise, as the title suggests: a pristine South Pacific island. Games take place in an idyllic beach bar underneath swaying palms trees. Somewhat spookily, your computer opponents are represented by a pair of disembodied hands that float around the table and show their pleasure or displeasure by their gestures. You see, there's also a more serious side to proceedings – the lure of cold hard cash. Yes, to make games more exciting in the Championship mode there are cash prizes that increase as your opponents become more skilled. You can also place bets during the game on sinking a particular ball in a specific pocket. And, if you hit hard times and cashflow is low you can even borrow money from the local loan shark, who's – get this – a *real* shark.

But, at it's best, *Pool Paradise* is a wonderfully civilised game for two players. It's very relaxing, but also inspires a gentlemanly sense of competition. The shooting mechanism is beautifully handled on the analogue control stick, in a similar way to *Tiger Woods'* swing control system. By pulling the stick back and then pushing it forward with the appropriate amount of force you take the shot. Its smooth, simple and – best of all – it replicates the motion of using a real cue stick extremely well. One minor problem we found was the speed at which the table rotates when you're scoping out your next shot. The graphics aren't so detailed that they should make the rotation this sluggish, but it is. But that's just a minor quibble.







There's something unexpectedly pleasing about *Paradise Pool*. It may be a very simple game, but that's why it succeeds – there's nothing here to frustrate you and all the basics have been splendidly achieved. The South Pacific desert island setting is very relaxing, as is the ambient music and the bird calls that complement the crisp clink of balls colliding. It's almost a Zen-like experience and will definitely soothe your violence-addled PS2 soul. And for the bargain price of just 20 quid you can't go far wrong. **Jorin Sievers**

■ Pool Paradise *is chalking its cue right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Good clean fun and excellent ball physics. – Simplicity that won't get the pulse racing.	+ Balls are very round, the island is very beautiful. – Table rotation is too slow. Opponents just hands.	+ Gentle colliding of balls and ambient tunes. – You'll barely notice the sound most of the time.

LIFESPAN
As a tranquil two-player game it's very rewarding. If you're a huge pool player (?!) you could gets months worth of fun out of this.
MINUTES ——— YEARS

IT'S BETTER THAN...
POOL MASTER

IT'S WORSE THAN...
WC SNOOKER 2003

A relaxing south seas pool holiday at a bargain price. This refreshingly simple experience is fine on your own and even better against a friend.

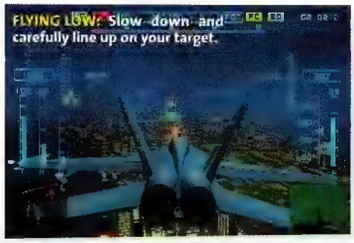
72

INFOSTRIP

DETAILS

Developer: Sammy
Publisher: Bigben
Players: 1-2
Memory Save: 638kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX



"ON A WING AND A PRAYER AND A HELLFIRE MISSILE"

LETHAL SKIES 2

Hold up. If they're really lethal, why the hell would you want to fly in them?

Videogames are *brilliant*. Take *Lethal Skies 2* for example it lets you fly millions of pounds worth of high-performance aircraft and shoot the unholy shite out of other, equally expensive, equally impressive machines. Can't do that anywhere else can you, eh? Unless, of course, you're an actual combat pilot. In which case, er, well done...

Anyhoo, despite the ability of our favourite entertainment medium to let us do such things, *Lethal Skies 2* isn't half as smile-inducing as it should be. It's a marked improvement over its predecessor, providing a smoother, faster, more controllable game and plumps for a more arcade experience, but it simply can't compete with better examples of the genre on PS2; namely, the genuinely thrilling *Ace Combat 4* and the lumbering-but-still-fun *Dropship*.

Primarily this is because *Lethal Skies 2* is bastard hard. Merciless, even. And despite a near-future setting that mixes the best planes of today with sci-fi flourishes like giant helicopters and attack satellites, the flight model is simply not responsive enough to provide the barrel-rolling multi-G thrills that such a set-up should offer. Sure, each of the 19 planes on offer handles differently, but *Lethal Skies 2* is never really *exciting*. Solid and fun, yes, but never really thrilling, and over the 20 missions it can get repetitive too, even including the Star Wars-style trench runs and other missions that don't rely on more traditional objectives.

So, this flyer is good, then, but never great. Let's hope the in-development threequel finally gets it right, eh? **Jes Bickham**

Lethal Skies 2 is already in the wild blue yonder.

PSM2 VERDICT

Jolly good fun indeed, but nonetheless it can't compete with superior alternatives on PS2. Worth a punt if you're a wing-head, though.

68

INFOSTRIP

DETAILS

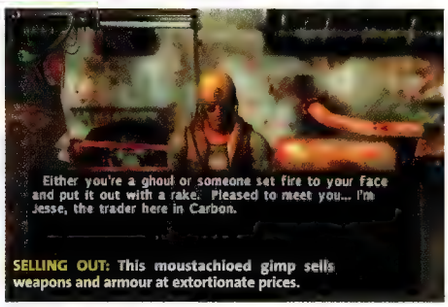
Developer: Black Isle
Publisher: Interplay
Players: 1-2
Memory Save: 757kb
Widescreen: No
50-60Hz: No
Surround Sound: No

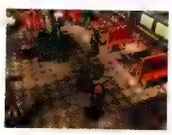
GAMEFAX

"POTTY-MOUTHED ROLE PLAYING"

FALLOUT: BROTHERHOOD OF STEEL

Aging PC game goes 3D. The world glances up briefly... and then gets on with its typing.


Either you're a ghoul or someone set fire to your face and put it out with a rake. Pleased to meet you... I'm Jesse, the trader here in Carbon.
SELLING OUT: This moustachioed gimp sells weapons and armour at extortionate prices.



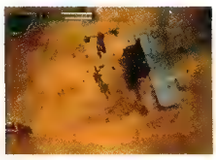
Rule one of engaging the player: make sure the game is interesting from the outset. Or you could do what *Brotherhood of Steel* does and give us a first couple of hours that consists of little more than doddering around a dusty warehouse thwacking giant scorpions. It's so soul-crushingly boring that we had to pop a red hot chilli under our foreskin to stay awake.

Perhaps it's because the – yawn – apocalyptic future world *Fallout* series originated on PC and as such has a massively detailed mythos and history surrounding it already. Very nice and that *could* have made for an entertaining and original action RPG on PS2. Sadly however, what we've got instead is a soulless grey whirlpool of humdrum combat and RPG-lite NPC interaction. And the character building is fourth-rate simple, even when compared to quick 'n' easy *Final Fantasy X2*.

Gameplay consists of performing mundane fetch-carry tasks and twatting brainless opposition. It's frequently embarrassing, thimble-deep (despite its RPG pretensions) and the whole package raises the question; Why? Visually, it's basic – the cliché post-apocalyptic wasteland thing is handled with some aplomb and the 50s imagery is very stylistic – but the gushing ends there. We simply don't have enough room in our lives for something as tedious as this.

The basic plot is decent enough, but the narrative is so convoluted that it defies lucid description. And then there's the swearing. Now we love a bit of foul-mouthery, but *Fallout* is just abusing it's mature rating – it's all "Who the fugg are you, ya coggsugga?". *Brotherhood Of Steel* simply doesn't do it for us. It's a doleful jumble of genres that doesn't sit well with its subject matter, and after the excellent *Baldur's Gate: Dark Alliance*, we can't quite comprehend how Black Isle managed such an almighty fugg up. **Andrew Kelly**

Fallout: Brotherhood of Steel *is out now.*



PSM2 VERDICT

A game that ultimately drowns in it's own delusions of grandeur and should be cast back in the faces of its smug developers. A digital disaster.

46

INFOSTRIP

DETAILS
Developer: THQ
Publishers: THQ
Players: 1-2
Memory Save: 488k
Widescreen: No
50-60Hz: No
Surround Sound: Yes

DOT.COM
factorymx.riderapparel.com
One for all the motocross fans out there. Download magazines and view MX cartoons right here. You can also keep up to date with events around the world.

PUBTALK
The smart arse thing to say down the boozer.
"Well sure, Evel Knievel was a great stuntbike rider, but did you know he was also a skijump champion too?"

GAMEFAX
Driving
Extreme Sports
Sequel
Realistic

TRIVBURST
- More than 50 tracks to bomb around on.
- Online multiplay and LAN multiplay.
- A career mode made up of 14 race leagues.

"AH, I LOVE SMELL OF TWO STROKE OIL IN THE MORNING..."

MX UNLEASHED

Falling off a motorbike never looked so good. Saddle up and hold on tight, you're about to be unleashed.

As far as motorbike games go, there aren't exactly slim pickings in today's market. It's 'MX' this 'Offroad' that, but there is one outstanding champion: *MX Unleashed*.

Now THQ have again tweaked and toned their *MX* engine, and have chalked up another premier biker game, but – sorry to say it – who cares? Show us a motocross game that makes anyone – other than fanatics of the sport – drop their jaws, and we'll show you our arses.

THE MONEY SHOT

MX Unleashed is graphically sound. When the riders tumble from their bikes, it's a joy to behold as they 'fold' in every conceivable way. It truly is eye-watering stuff. The sense of speed and size is instantly apparent and detail of the backgrounds and surroundings are beautifully done.

The Freestyle stages are vast, allowing you to tear up miles of landscape. The only problem is that the weather conditions (snow and rain) have absolutely no visible bearing on the surface action – the tracks stay drier than a camel's crack.

Had THQ included realtime weather effects that muddied up the bikes, clothing and affected the handling then we'd have been mightily impressed.

Soundwise the rock-metal soundtrack is as annoying and repetitive as you'd expect and the 'genuine' sound of a two or four stroke engine still sounds like a cat being grated. The impact noises, however, are spot on – just listen to your rider groan in high impact collisions.

So far so perfectly fine but head off to the race track and you're setting yourself up for a whole world of frustration. As you glide over that first jump – like Evel Knievel leaping buses – you'll be lulled into thinking that things are a piece of Kawasaki cake. But, miscalculate one jumping sequence and you're forced to crawl to the top of the next hill, and all you can do is watch the dust trails of the other bikes as they tear away into the distance. Realistic, perhaps but not actually much fun. Thank heavens for the Freestyle mode, where the dirt plains are your playground.

If you've *Superfly* and want to taste the more realistic, less stunt-based side of the sport then *Unleashed* is your dream come true. If not then this will leave you colder than ever. **Nathan Irvine**

■ MX Unleashed *is crossing the start line now.*

MONSTER MASH

Leaving the ol' two wheeler in the garage and then ripping up the road in a huge monster truck offers some welcome variation. There's also a beach buggy, a bi-plane and a helicopter to pilot at your leisure. It's kind of like *GTA: Vice City*, without the '80s soundtrack. Or the drugs and senseless violence.

BIG IT UP: Not to be argued with, the monster truck has the right of way every time. Imagine seeing this in your rear view mirror.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The Freestyle mode is fun and addictive. – But the racing element is repetitive pap.	+ Detailed riders, bikes and nice draw distances. – The lack of mud effects and flat, dull lighting.	+ Realistic bike sounds and impact noises. – Shit soundtrack and buzzing engines.

LIFESPAN
Plenty of diversity in the freestyle mode, but overall the game is only going to whet the appetites of hardcore motocross fans.
MINUTES — YEARS

IT'S BETTER THAN...
MX SUPERFLY

IT'S WORSE THAN...
KICKSTART (80S SHOW)

A complete biker game from THQ. But in a genre that it already dominates it's no surprise that *MX Unleashed* is again way ahead of the pack.

75

THE MOST POWERFUL FORCE EVER ASSEMBLED IS NOW UNDER ONE PERSON'S COMMAND.

YOURS.

R·TYPE® FINAL

'Miss it and you're missing out'

EDGE 'Dangerously close to being the best in the genre'

CVG 'A thrill-a-nanosecond old skool blaster'

PlayStation 2 'It's so beautiful it makes us cry'

GAME www.game.net

PlayStation

Metro3D Europe Ltd

INFOSTRIP

DETAILS
Developer: Rebellion
Publisher: MC2
Players: 437kb
Memory Save: 365kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEPIE
70% Shooting stuff up
15% Alternate history gubbins
10% Exploration
5% Tongue-in-cheek humour

TOP 5 WARS
- War of the Ring
- War of the roses
- 100 Years war
- Star Wars
- Robot Wars

GAMEFAX
FPS · War · Sci-Fi · Violent

TRIVBURST
- 19 Single player missions.
- Multiplayer deathmatch and Capture The Flag for up to four people.
- Full on blasting action set in an alternate 1960's reality.

FLAME JOB: The flamethrower is the ideal anti-personnel weapon.

"TRENCH WARFARE IN THE 21ST CENTURY IS STILL HELL"

WORLD WAR ZERO IRONSTORM

What if the Great War had never ended? Europe would've been one big mud pie by now, surely...

Thank frikkin' Christ *Ironstorm*'s premise isn't real. Imagine the state we'd be in if World War One had never ended. Apart from being driven barking mad by shellshock and slowly being consumed by our own trench foot, we'd probably be ducking mortar fire and living knee-deep in the shit-filled trenches of the frontlines right now, rather than sitting in lovely, warm PSM2 towers cuddling a hot, sweet cuppa. *Shudder.* It's enough to put us off our bacon and egg sarnies.

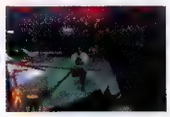
BUNKER BUSTER: You'll spend most of your time hip-deep in effluent, working your way through the maze of trenches.

It's a great idea though, and one that's been put to good effect by Rebellion. Playing as Lieutenant James Anderson, veteran squaddie of the US forces entrenched in a front line that dissects Germany in 1965; you're tasked with putting a stop to dictator Baron Ungenberg, head of a vast Russo-Mongolian Empire and all-round nut job. Originally a (shit) PC title, *Ironstorm*'s thankfully undergone a transformation for the PS2 release, courtesy of *Judge Dredd* developer Rebellion, which has used its *Zero* engine to give it a make over. Everything's nicely detailed, and there's some impressive particle effects going on as shells explode around you, throwing dirt and shrapnel everywhere. The flame effects are brilliant too, and for once, the sky isn't just a dull bitmap glued onto an invisible ceiling, it's a dazzling crimson colour, finished with a hazing effect that's truly striking.

Though the action switches between more stealthy sections and all-out gun-totin', *Ironstorm*'s nicely balanced throughout. It's linear, but there's at least a little room for exploring. Control's tight, and there's a massive array of ordnance – an assault rifle, rocket launcher, various forms of grenades to name but a few, and their sound effects are ear drum-piercingly authentic. Enemies aren't dumb either, with troops homing in on your positions and reacting to sound as well as sight. You'll get the chance to operate mounted gun and tank turrets, traverse mine fields and go head-to-rotors with a chopper or two. Remember it's 1960, even if this is still World War One. And while it's is a bit too easy, it's still a shrapnel-filled blast with loads going on to keep you occupied for a few days.

Plus it's got decent multiplayer options with four-player deathmatch and Capture The Flag available. Online play would've been good, but it's still a decent wartime romp, and an interesting alternative to the now well-worn(*MOH*) World War Two themes. Besides, *Ironstorm*'s a rare thing – a PC to PS2 port that's worthwhile and actually much better than the original – enjoy it while you can; we're sure there'll be a lame-ass *Medal Of Honor: Aldershot* very soon... **Adrian Lawton**

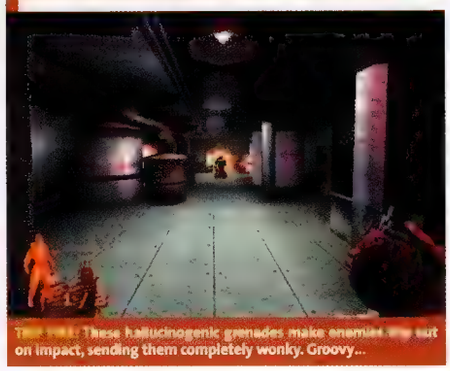
■ Ironstorm's *shelling your position right now.*



HAND-HELD HEAVEN

***Ironstorm*'s got a whole ammo dump full of weapons, but by far our favourites are the grenades, though, obviously, they're best saved for when you can use them from a safe distance. Forget the plain old frag variety, these two are much more fun:**

CLUSTER'S LAST STAND: The cluster grenade flings out smaller explosive charges, which then shower enemies in fiery death...



TRIP HAZ: These hallucinogenic grenades make enemies trip out on impact, sending them completely wonky. Groovy...

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tight gameplay and an entertaining experience. – The action is generally very linear.	+ Good details, particle effects and lighting. – Characters are a little blocky for our liking.	+ Brilliant weapons effects most of the time. – Dodgy Ruskie accents are frankly laughable.

LIFESPAN
The short but sweet single player game won't last too long, but multiplayer will entertain for a while.
MINUTES — YEARS

IT'S BETTER THAN...
FIRE WARRIOR

IT'S WORSE THAN...
TIMESPLITTERS

An entertaining, if linear FPS that puts an interesting spin on the war theme. Nice visuals, tight controls and a lot of fun make *Ironstorm* well worth playing.

77

Looking after number 1 isn't an option in SOCOM II. Using the voice recognition headset, you have to command your crack team of U.S. Navy SEALs to victory once again. And with PlayStation Network Gaming, you can also play up to 15 others online. SOCOM II. Watch out for it.

fun, anyone?

PlayStation.2

www.socom2-game.com

WITH NETWORK PLAY

INFOSTRIP

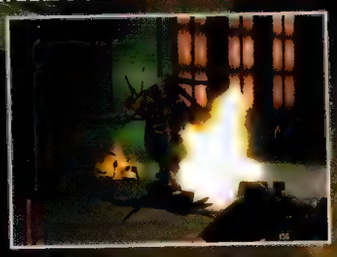
DETAILS
Developer: Surreal Software
Publisher: Midway
Players: 1
Memory Save: 179kB
Widescreen: No
60-60Hz: No
Surround Sound: Yes

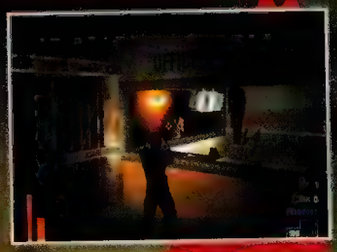
GAMEFAX

Violent
Original
Hard

TRIVBURST
- 12 types of monster to slap around the screen
- 18 levels of bloody madness
- 10 weapons of the time period to grappie with

"LIFE ON DEATH ROW'S HARD ENOUGH WITHOUT AN INVASION OF HIDEOUS MONSTERS"





WATCH IT ON THE DVD VIDEO

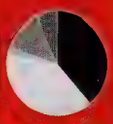
THE SUFFERING

Crime doesn't pay. Well, it does, or there'd be very few criminals... But this is one prison you definitely wouldn't want to do time in.

TOP 5 ESCAPEES

- Snake Plissken
- Andy Dufresne
- Virgil Tibbs
- The Chief
- Princess Leia

GAMEPIE



30% Flailing limbs
30% Rolling heads
25% Bouncing giblets
10% Seeping effluent
5% Buggerings

PUBTALK

The smart arse thing to say down the boozer.

"Designer Stan Winston is the man responsible for, among others, The Predator, The Thing and Edward Scissorhands

GAMEDIGIT

28

The number of swear words uttered in the first fifteen minutes of The Suffering. Choice quotes include "They shoulda slapped cuffs on you when you came outta your momma's [canute]."

If nothing else, *The Suffering* must be applauded for it's subject matter. In terms of concept, content and execution it's pretty much spot on, and unless you're a sneering, apathetic husk of a being you'll undoubtedly squeeze some enjoyment out of it. It's also terribly, horribly *wrong*; the nauseating wonder of bodies being churned to offal before your saucered eyes and the overall swearliness will have even the most black-hearted of gamers wriggling with discomfort. Whereas the likes of *Silent Hill* and *Resident Evil* opt for drip-fed, meandering horror, *The Suffering* never gives the player an inch – it's a constant barrage of short-soiling terror and giblet-spewing set pieces. And we love it.

The plot is stirring stuff. Jailed for a murder he may or may not have committed, mutton-chop sideboard-sporting muscleman Torque is next in line for execution. But, luckily, monstrous apparitions besiege the prison and inadvertently free him. This is where the action begins as you take your first steps into the gloom with nothing but a jagged piece of metal to protect you.

Playing the game is moronically easy. It's simply a case of shooting things until they die and twiddling switches; but then that's what makes *The Suffering* so refreshing. The real innovation is the ability to switch perspective at will. Tapping the ◎ button flips the action into either first or third person and you can progress through the game from whichever angle you see fit. Not only does this give the player a greater sense of freedom, but first person combat becomes much less of a chore in confined spaces (of ►

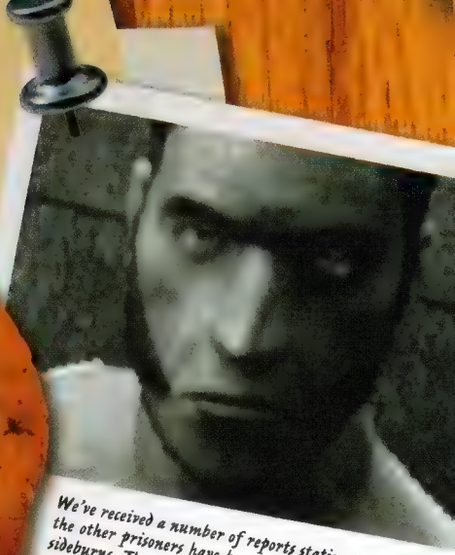
PSM2 SILVER AWARD

"AN UNASHAMEDLY LOW-BROW, BALLS-TO-THE-WIND BLASTER"

GUILTY

State of Maryland Department of Corrections
Confidential Document: Not for Public Release
Abbott State Penitentiary Inmate Report

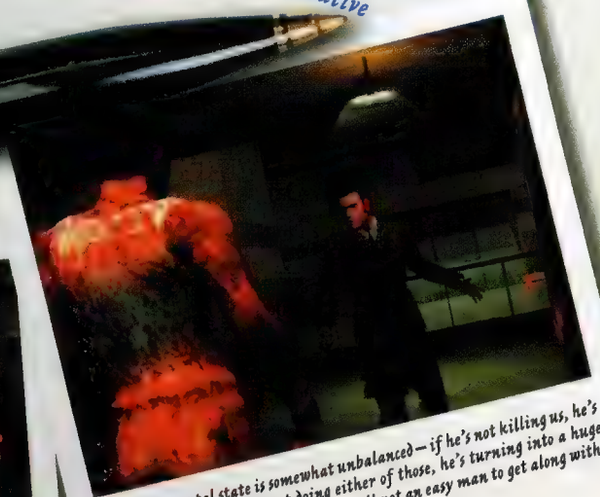
Completed by: Supervising Corrections Officer Ethan Edwards
Inmate Identification Number: 16229A
Height: 5'10"
Weight: 180 lbs
Hair: Dark brown/black
Eyes: Brown
Marks/Scars/Tattoos: Large tattoo on small of back.
Next of Kin: None.
Offense: Three counts murder in the first degree. Convicted, August 2nd.
Sentence: Death by lethal injection.
Release Date: Scheduled date of execution is December 15th.
Current Legal Status: No appeals pending.
Date of Transfer: Inmate is sentenced to be transferred to Abbott State Penitentiary on September 1st.



We've received a number of reports stating that the other prisoners have been mocking Torque's sideburns. The best course of action would be to approach him and suggest their removal. Are there any volunteers?

Corrections officers will need to be aware of Torque's reputation and the nature of his crimes. Regulations prohibit discussion of the specifics of his crime between officers, but due to the high level of publicity surrounding this particular case we will make an exception: Torque was convicted of killing his wife and children. Penitentiary population does not look well on child killers. That said, he has a record of violent behaviour during a previous sentence carried out at Eastern Correctional Institution. Despite periodic outbursts of violence (primarily against other prisoners), Torque has been very cooperative with corrections personnel.

Torque has proved himself to be incredibly resourceful. He's a skilled marksman, can handle heavy weapons and explosives... I don't know if this is a good or a bad thing, given our current situation. I guess it all depends on Torque – will he decide to help us? Or does he want us all dead?



Torque's mental state is somewhat unbalanced – if he's not killing us, he's helping us. And if he's not doing either of those, he's turning into a huge beast and killing everyone... All in all not an easy man to get along with.

MAINLINER

Executed by lethal injection, these monstrosities clamber out of drains and burst through walls to pierce you with their poison-tipped syringe eyes. Avoid his leaping attack or face certain death.

Usually Found: Backed into a corner, hissing and hurling needles – A bit like a darts player then. Only with needles for eyes. Obviously.

CARTWHEELER

These lads were executed by beheading when they were still among the living. Their limbs have been replaced by blades and they dart around trying to disembowel any hapless humans who're unfortunate enough to wander by. Finds pleasure in pain.

Usually Found: Hanging in the rafters, sharpening their legs. Odd.

BURROWER

This guy's not a happy bunny, what with being buried alive and all. His preferred method of mudering the innocent comes in the form of hooked chains and his turn ons include offal, giblets and bile.

Usually Found: Scurrying around underground – like a big sissy mummy's boy wuss-baby.

NOOSEMAN

You can guess how this guy bit the fat one? His lack of a complete torso makes him rather tetchy at times and your best bet would be to avoid him. He smells too.

Usually Found: Just hanging around. Aha ha! Thank you.

THE BEAST

When Torque gets upset he becomes a shivering coil of concentrated rage and then turns into a big sodding monster. Oddly though, Torque's trousers remain intact despite his transformation into a nine foot tall super beast.

Usually Found: Killing people. For fun. With a big pair of claws.

JAIL HELL: The Cartwheelers can block gunfire with their knife-arms.

EXTRAS! EXTRAS! EXTRAS!

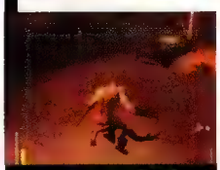
Blood 'n guts

- The ending you get depends on how ruthless you were during gameplay. There are three variations, some are more harrowing than others.
- Things go all *Medal Of Honor* when Torque mans a mounted machine gun and plugs a helpless demon's ass full o' holes.

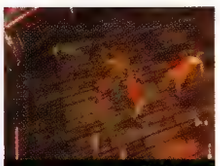
RAGE GAUGE

As Torque gets increasingly pissed off his 'sanity meter' gradually rises. When it's full he can transform into a huge, beclawed monster and rip anyone unfortunate enough to cross his path several new arseholes.

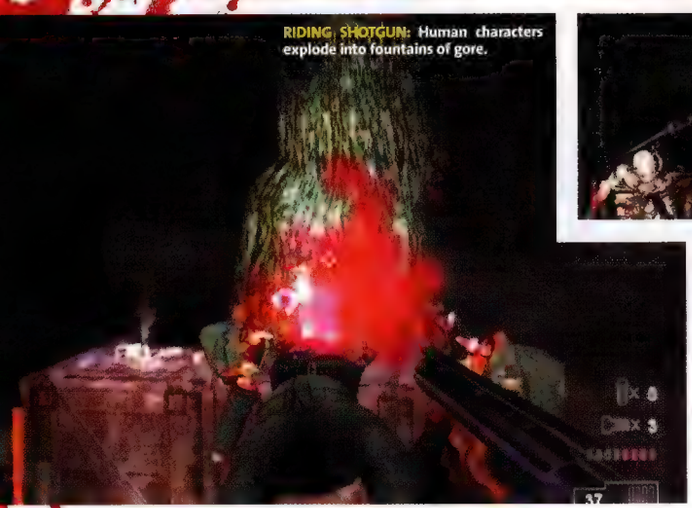
THE INCREDIBLE SULK: Torque retaliates after an attempted shivving in his own trademark fashion; gruesome claw death.



BARKING MAD: The Beast searches for fresh meat.



BLOODY SIMPLE: Limbs go flying as the Beast attacks.



RIDING SHOTGUN: Human characters explode into fountains of gore.

► which there are many). There are even some puzzles strewn about the place, but unless you're a ham-fisted, slobbering gimboid you won't find these taxing in the least – they merely serve as an entertaining diversion.

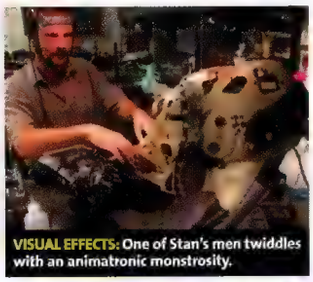
Chances are you've already glanced at the final score and you'll know that *The Suffering* isn't quite perfect. Firstly, the third-person camera is savagely inept; if it's not hurling itself at walls it's closing in on the player and making things incredibly fiddly. And then there's the control system itself – while its FPS-style simplicity is a satisfying deviation from the tactless bumbling of *Silent Hill*, it just doesn't feel solid enough and there's often a perplexing loss of control during some of the more frantic combat sequences. Finally, the game's most glaring flaw is the way in which the quality dips near the end – you go from darting around a brilliantly realized prison and it's surrounding facilities to a tiresome slog through some dismal-looking forest areas; a design decision that baffles us since the rest of the game is so exciting to both look at and play.

Another unique gameplay feature is the way in which your actions determine not only Torque's future, but his past as well. For instance, a warden asks you to aid him in escaping the besieged prison. If you do, you gain 'good' points, but if you decapitate him and steal his gun then you are deemed 'bad'. These good and bad points accumulate throughout the game and decide whether or not Torque is innocent or guilty, and the game will end accordingly. If you're persistently nasty you will hear your (supposedly) dead wife's voice blathering in your ear about how naughty you've been – something a million married men will testify to as being thoroughly unpleasant. If you're good, however, a demonic disembodied presence will question your manhood and basically call you a big mewling baby for having

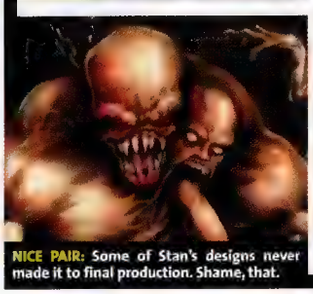
CREATURE FEATURE

As well as the game, you're treated to a selection of documentaries that chart the game's development. The best of these is an interview with movie-meister Stan Winston wherein he gushes about his fabulous creations.

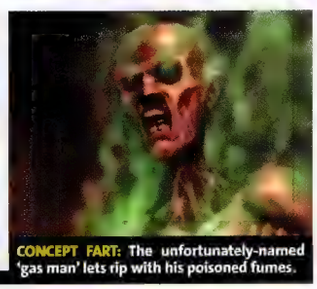
TELL TALE: Stan Winston exposes the secrets behind his ghoulish designs.



VISUAL EFFECTS: One of Stan's men twiddles with an animatronic monstrosity.

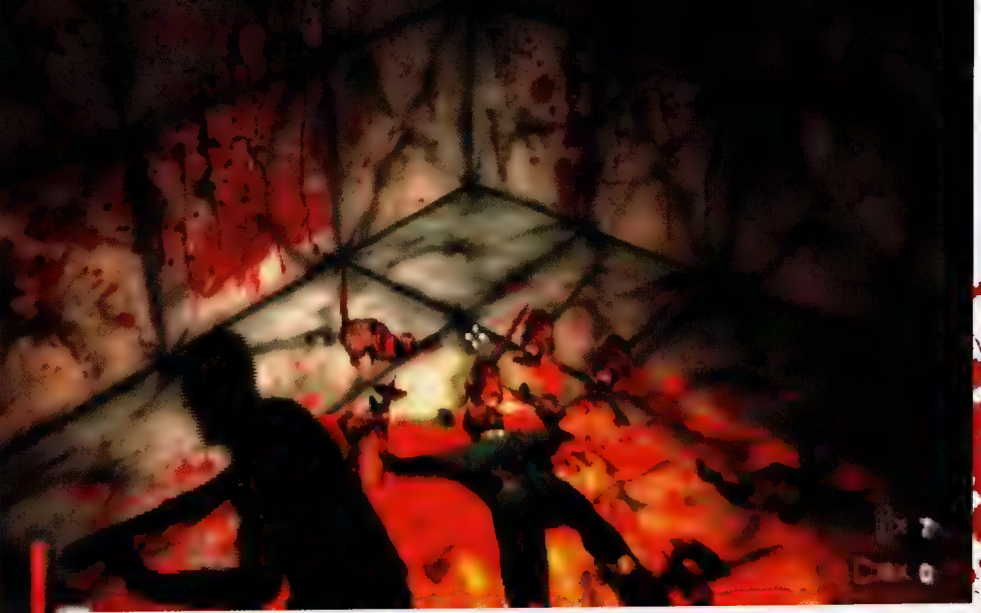


NICE PAIR: Some of Stan's designs never made it to final production. Shame, that.

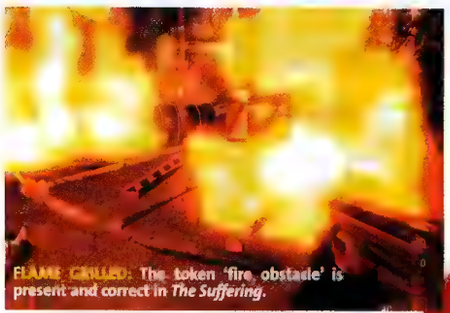


CONCEPT FART: The unfortunately-named 'gas man' lets rip with his poisoned fumes.

CAPITAL PUNISHMENT: Torque makes his first foray into the world of S&M.



"NEVER HAS A GAME PRESENTED SUCH A FREAKISH ASSORTMENT OF CANNON FODDER"



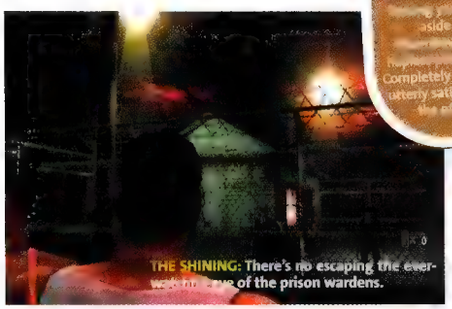
FLAME CHILLED: The token 'fire obstacle' is present and correct in *The Suffering*.

resisted the urge to disembowel someone. Innovative stuff, and it's another factor that separates *The Suffering* from other games of it's survival horror ilk.

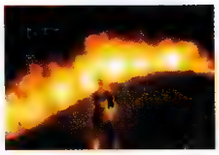
On the visual side of things, *The Suffering* is a double-edged sword. One minute it's stabbing at your eyes with sharp, detailed graphical goodness and the next it's releasing a haze of *Silent Hill*-style gloomy drabness that really doesn't live up to the powerful engine's obvious potential. But in saying that, this is not *Kingdom Hearts* – it's a morbid horror game that *demands* sombre, muddy visuals – so we can almost forgive it's shortcomings. *Almost*. What really stands out though is the level of creativity that has been lavished upon the game's enemies; never has a game presented such a freakish assortment of cannon fodder. Hollywood legend Stan Winston has developed a chilling range of ghostly apparitions whose appearance and demeanour is based upon the way in which they were executed. This harrowing lineup of vile pestilence makes for gripping gameplay as you never quite know what kind of nauseating, effluent-stained monstrosity is lurking around the next corner. The flashback sequences are also well implemented as a seemingly empty room suddenly fills with revenant phantoms, howling for your blood and clawing at the walls. The only real gripe we have is with the frame rate, which intermittently quivers under the weight of multiple enemies.

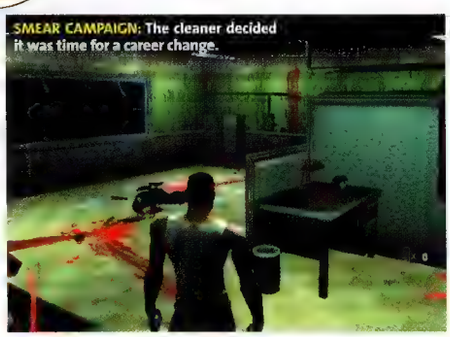
Fortunately, *The Suffering* not only *looks* good, but it's also a treat for the ears too. The voice acting is excellent and – in keeping with the gritty prison theme – your fellow inmates are a mouthy lot; the sweariness would make even Bernard Manning blush. It's definitely not a game to be played at your granny's. The monsters themselves all sound suitably terrifying and the relentless pounding music really keeps the adrenaline flowing – a testament to the game's high production values.

THE MONEY SHOT



THE SHINING: There's no escaping the ever-watchful eye of the prison wardens.



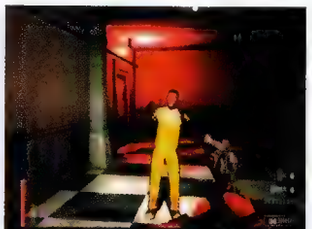


SMEAR CAMPAIGN: The cleaner decided it was time for a career change.

FASHION FOR PSYCHOS

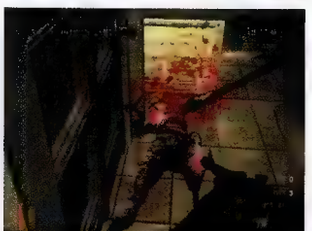
As a level progresses, Torque continuously gets covered in his enemies' blood until he's absolutely *soaked* with the stuff. The *murdering psychotic* look is 'in' this season, apparently. He wipes it off eventually, but it's fun while it lasts.

BODY COUNT: Players aiming for the 'bad' ending should kill everything. Even chairs.



SIN MATE: Fellow inmates will help Torque. Unless he shoots them in the face.

BLOOD DONOR: The diseased claret from felled enemies douses Torque.

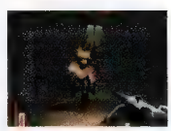


EXPLODING HEAD: Back them into a corner and fill them with holes; it's the only way.

THREE ON ONE: Torque can deal with multiple enemies, even with the shocking frame rate drop.

The Suffering will *not* have you gyrating on the floor with giddy excitement, nor will it break any new ground in the horror genre (that's *Silent Hill*'s job) – it will simply serve as pure, unadulterated entertainment for a few days and it has no pretensions of doing otherwise. It's a great, good action horror game that's trying hard to do something new. It overwhelms you with sudden, nauseating bursts of terror and then slaps you upside the head with a ruthless intensity that borders on *abusive*. Despite the occasionally morose environments, *The Suffering* is an unashamedly low-brow, balls-to-the-wind blaster that should satisfy even the most rampant of bloodlusts. It's certainly not subtle, but it sure is a whole lot of fun. **Andrew Kelly**

■ *The Suffering is available from game importers now. The UK version will be released on May 14th.*



PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple yet intuitive, with plenty to kill. – Can be lumbering and awkward in tight spaces.	+ Excellent overall monster and level design. – Juddery frame rate and general blandness.	+ Mostly brilliant. Things sound suitably horrifying. – A bit uninspired musically Less eerie, more dull.

LIFESPAN

Should stretch to ten hours or so, but don't expect to come back to it unless you *really* want to see the other endings.

MINUTES ——— YEARS

IT'S BETTER THAN...
THE HAUNTED MANSION

IT'S WORSE THAN...
SILENT HILL 2

A fast-paced, brainless blaster that narrowly avoids mediocrity thanks to some unique visuals and an accomplished adult narrative.

86

"SWASHBUCKLING SWORDPLAY ON THE HIGH SEAS"

MASTER AND COMMANDER

Shiver me timbers and fire me cannons! Russell Crowe's crew is see-worthy...

Under the command of the wrong person, Master And Commander could have been some bloated, brainless action epic, stuffed to the gills with watery CGI and very little reason to care what happens to the brave crew of the HMS Surprise. Or it might have turned out as a worthy but waterlogged Merchant Ivory-stylee drama; all smart uniforms and sleep-inducing speeches. Fortunately, in the hands of Russell Crowe, Paul Bettany and director Peter Weir, it's neither – it's much better. Shot with careful attention to detail yet never less than totally entertaining, Master And Commander lulls you into a sense of awe with its recreation of Napoleonic ship life then unleashes some of the best sea battles around. As the Surprise swaps broadsides with the feelthy French battleship Acheron, you'll flinch as cannon balls chew into wooden hulls and wince as sailors lose limbs to flying shrapnel. The history channel was never *this* much fun...

OCEAN GOING

The downside? The middle of the film occasionally feels like someone dropped the anchor. It does tend to drag in places, especially when the crew takes time out to recuperate on the Galapagos Islands following a particularly fraught battle. The study of rare birds and even rarer lizards can get as tedious as Bettany. But it's a brief interlude and we're soon back to the sea squabbles. Extras fans should plump for the slightly pricier two-disc set: it has a informative gab-track from Aussie helmer Weir, Making Of docs and looks at how they pulled off those staggering fights. But if your wallet's looking a little empty, stick with the one-discer for £15.99, which only has the commentary.

STARRING
- Russell Crowe
- Paul Bettany
- Billy Boyd
- James D'Arcy

DIRECTOR
- Peter Weir

CERTIFICATE
- 12

PRICE
- £22.99

PSM2 VERDICT

MOVIE	GOOD + BAD	DVD
+ Great atmosphere and realism throughout. – There are some slower moments, however.	+ Russell Crowe's acting at his very best. – Overly long for our taste, but maybe not for yours.	+ Choice of extras is a great idea. – Some material is very back-slappy ass-kissy.

EXTRAS

Weir makes an interesting, if occasionally dry guide to how he made his movie. Aside from the documentary, the rest is strictly by the numbers.

IT'S BETTER THAN...
CUTTHROAT ISLAND

IT'S WORSE THAN...
MUTINY ON THE BOUNTY

Offering great insights into life aboard a Napoleonic fighting ship and sea warfare aplenty, Master And Commander rules the oceans. A-harrr!

84

KILL BILL

VOLUME 1

Rip roaring rampage of revenge? Call Tarantino!

STARRING
- Uma Thurman
- Lucy Liu
- Vivica A Fox
- David Carradine
- Daryl Hannah

DIRECTOR
- Quentin Tarantino

CERTIFICATE
- 18

PRICE
- £19.99

Six long years we've had to wait for the return of the man who gave us Pulp Fiction, Reservoir Dogs and (whisper it) Jackie Brown. What has the banana-chinned wunderkind director been doing all that time? Aside from counting his moolah, it now appears he was overdosing on his favourite '70s flicks to prepare the ultimate homage to cheesy action. Taking a year to shoot (and so long it needed splitting in two), Tarantino's blasting return is exactly what he does best: a bloody tale of revenge and death that follows a mysterious former assassin (Uma Thurman's Bride character) as she breaks out some furious anger on her ex-colleagues, who murdered her family and left her for dead. We know Tarantino can orchestrate kicking several shades of arse out of his characters, but you've never seen anything like this. With brutal knife scraps, Matrix-beating, down 'n' dirty kung-fu fights, sword battles and every musical trick you could imagine, Kill Bill never lets up. See it before you catch Part Two. Because trust us, you'll want to know how it ends.

BLOODY HELL

Movie's awesome. The disc? Not so good. We're clearly in a waiting game, preparing for a two-disc special edition. What's this? A short Making Of and some music videos? We want revenge!

PSM² VERDICT

MOVIE	GOOD + BAD	DVD
+ Great action, and completely over the top. – Somewhat overblown self-referencing.	+ Amazingly cool and listenable soundtrack. – Could be too cheesy for its own good.	+ The music videos are fun and different. – The Making Of is really very poor.

EXTRAS

Not good enough by half and, coming from a man who loves DVDs, this is just unforgivable and utter crud. Fact is there'll be a Kill Bill 1 + 2 double pack that'll do both movies Making Of justice.

IT'S BETTER THAN...
JACKIE BROWN

IT'S WORSE THAN...
PULP FICTION

Tarantino delivers the goods yet again. Can this man do no wrong? Kill Bill is bloody, brutal, brilliant... and has a killer cliffhanger to boot.

90

FIREFLY: SEASON ONE

STARRING
- Nathan Fillion
- Ian Tudyk

DIRECTOR
- Various

CERTIFICATE
- 12

PRICE
- £34.99

From Joss Whedon, owner of the fertile mind-box that brought you Buffy The Vampire Slayer, comes this nifty sci-fi series. Forget your rubber-headed, serious-brained Star Trek clichés, Firefly is science fiction with laughs and attitude. Unfairly ignored by its US network and left to die in an unpopular slot, the series has been reborn on DVD, with sales enough to greenlight a movie for next year. But for now, enjoy these 13 episodes of goodness as a crew of misfits skirt the boundaries of a corrupt galactic society, stealing, killing and having fun. It's part-Western, part-James Cameron sci-fi movie. If you have a thing for spaceships, but prefer people over stoopid aliens, this is the box to buy.

75

THE GOOD, THE BAD AND THE UGLY: SPECIAL EDITION

STARRING
- Clint Eastwood
- Lee Van Cleef

DIRECTOR
- Sergio Leone

CERTIFICATE
- 18

PRICE
- £19.99

Clint Eastwood striding out of the sun, clad in his dirty brown poncho and battered hat. Chewing a hefty stogie. They don't come much more iconic than that. Say "Western" and the chances are most people you talk to will name that image. And he's the Good... Sergio Leone injected a pitch-black line of humour into this 1967 Classic, the finale of the "Dollars" trilogy (those who want the whole picture should check out A Fistful Of Dollars and For A Few Dollars more). Brutal mercenaries scrapping it out over who gets to grave rob a horde of gold? This is how the West was won. With a stunning use of panoramic shots and intense close-ups you should pick this up and be treated to a full-on disc.

88

トクセンジョウホウトクセンジョウホウ

ANIMANIA

Films from another space and time

ANGELIC LAYER VOL1

One, perhaps for the ladies, thanks to the female lead character and bizarre 'dolls-based' theme. But the games that Misaki Suzuhara plays with her robo-dolls involve mind-controlling them in combat, a kind of futuristic, AI-like, Robot Wars. There's plenty of mystery. Lots of mad fighting and a sense of unease as the 'dolls' kick the crap out of each other. Interesting.

78

NAJICA BLITZ TACTICS VOL2

It's back! There's a sexy female spy character (a la Nikita). Good. A robot buddy for the sci-fi interest. Excellent. And plenty of upskirt action? Yes, this latest disc in our favourite anime curiosity has gratuitous pant-flashes a plenty as our heroine goes about her covert spy missions. We're beginning to like this a bit too much.

74

KING OF BANDIT JING VOL2

Wha?... No robots or massive exploding spaceships this month. Nope. Bandit Jing is very much old skool anime and despite the classic 'hearty, fun-filled' storyline of a cheeky bandit gang robbing from the rich to give to... well, themselves, there's still plenty of laughs and gorgeously detailed animation to keep you glued. It'll be a little too cute for most tho'.

55

ALSO RELEASED

STARSHIP TROOPERS 2: HERO OF THE FEDERATION

Released 19 April **Cert** 15 **Price** £19.99

The big bugs are back to battle again. This is a battle-heavy, wooden affair that's jack shit to do with the first movie.

40

TIMELINE

Released 19 April **Cert** 12 **Price** £19.99

Yeuch. Paul Walker leads a team of "students" back in time to rescue his dad. You won't care about anything other than some cool medieval battles. Avoid.

35

THE KING OF COMEDY

Released 19 April **Cert** PG **Price** £15.99

Martin Scorsese and Robert De Niro took this swipe at celebrity culture years before we had Big Brother. Funny, scary and stylish, this is essential dark comedy.

85

THE DAY TODAY

Released 26 April **Cert** 12 **Price** £15.99

The show that turned sports peacock Alan Partridge loose on the world. With its scathing look at the news, it's the funniest thing the BBC has ever made.

90

COMING SOON

OUT OF TIME
Released 10 May
Price £19.99

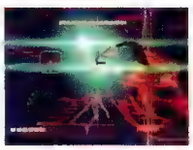
RUNAWAY JURY
Released 17 May
Price £17.99

IT'S PSM2'S BEST 50 PLAYSTATION2 GAMES IN THE WORLD... EVER!

UPDATED MONTHLY!

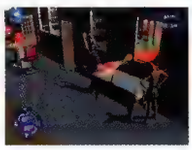
RANKINGS EXPLAINED! We start with the game's score (obviously), but have taken into account how often we still play these classics. *PES3* is never off our PS2, however it's been a while since we've busted out *MGS2*... Each month we fight over the rankings and bring you the definitive Best Games Ever list!

50 REZ — 66%



"If *Rez* was a pair of jeans, it'd have turn ups the size of Belgium and a dot.com trust sewn into the crotch" was our damning verdict, but Sega's trance-inducing shoot-em-up continues to split opinion over two years later. Transcendental genius? Or the Emperor's New Disco? Either way, it's high concept gaming at it's most self-conscious. It's also a game everyone should play at least once. PSM2#18

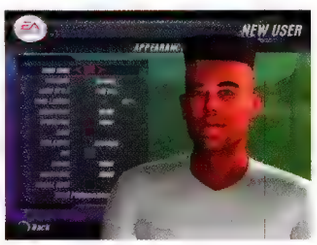
49 THE SIMS: BUSTIN OUT — 79%



Slow-paced and relatively cerebral (juxtaposing the glamour, aspiration and banality of job hunting, dating, juggling resources and rescuing your mother from pools of her own wee), *The Sims* turned washing up and making the bed into primetime entertainment. This funkier, looser sequel sees your Sim leaving the house earning a living (at last). Tedious and yet, strangely, utterly compelling. PSM2#44

48 TIGER WOODS 2004 — 81%

Retaining the brilliant analogue control of the 2003 game, Tiger's latest and greatest is, to all intents and purposes, exactly the same as last year's but with new stuff. Exactly what you'd expect. A spookily accurate create-a-golfer feature and a World Tour mode are the most notable differences between the two versions. If you already have *PGA Tour 2003*, we'd probably advise you to stick with that. PSM2#40



DAN G'S TOP 10 GAMES

1. METAL GEAR SOLID 2: SUBSTANCE
2. GTA:VICE CITY
3. MANHUNT
4. GRAN TURISMO 3
5. ICO
6. SPLINTER CELL
7. JAK 2: RENEGADE
8. BURNOUT 2
9. TIME-SPLITTERS 2
10. EYETOY: PLAY

47 PUYO POP FEVER — 85%

Arguably PS2's best puzzle game, Sega's bean stacker masks genius design with puffed cheeks candy pop madness. The two-player mode adds chain reaction attacks, allowing expert players to decimate a cunningly orchestrated stack with a single bean, much to the anger of their impatient rivals. Too cutesy for some – but manic and unreasonably addictive. And, hey, it's only £20. PSM2#46

46 ROCKY — 84%

Despite being developed by now defunct Liverpool code chimps Rage, this is a game which doesn't have 'Made in Stinking Britain' stamped all over it. On the contrary, it oozes quality (hell, Mr T was drafted in to promote it), with some genius touches (crowds throw bottles at you!), brilliant characters (look... Carl Weathers!) and unique training modes (punch the carcass – go on). A real man's game. PSM2#29

45 LOTR: RETURN OF THE KING — 84%

EA have succeeded in redefining what we should expect from a film license. It's genuinely exciting and immersive. It integrates film and game beautifully. There's plenty of secret characters to unlock and the orcs just keep on coming. With a co-operative two-player mode, oodles of hidden combos and some tough boss battles, EA's game is way more involving than the shiny graphics suggest. PSM2#43

44 WWE: HERE COMES THE PAIN — 88%

Controversial choice, this. It might feature a gang of sweaty men who 'grease up before entering the ring' [sigh] but it's OTT wrestling at its finest. Flaws have been fixed – small types have trouble hoofing fatties about the place, wrestlers have stats that reflect their real-world counterparts – but it's doubtful if it'll appeal to anyone. For wrestling fans though, this has everything. PSM2#43

43 MUSIC 3000 — 81%

First of all, we've got to say this isn't for everyone. Despite the straightforward way this title lets you build up your own chart-worthy tunes by moving some coloured blocks about, you'll need to be someone with a lot of spare time to realise its true potential. You'll also need a USB mic to be able to take advantage of *Music*'s impressive sound-sampling feature. If you want to make music this is genius. PSM2#35

THE BEST PLAYSTATION2 GAMES IN THE WORLD... EVER!

50

42 NBA STREET VOL 2 — 85%

Sick of realism? Tiring of *NBA Live 2004*? Invite yourself to a supremely entertaining, 'pick up 'n' play' dose of backlot B-ball courtesy of EA Big (the guys behind *SSX*). You'll wonder why no-one's fused three-on-three arcade basketball with *SSX*'s trick system before. Honestly, it's much better than it sounds, especially with friends. PSM2#35

41 FATAL FRAME 2 — 82%

Fusing the grainy suspense of Japanese horror flick The Ring to an implied lesbonic relationship, Tecmo's spook-fest sequel is an abject lesson in how to scare the crap out of gamers. Two young girls find themselves trapped in a cursed village battling hostile spooks, armed only with a magical camera. Scarier than *Silent Hill 3*. PSM2#45

"TRAPPED IN A CURSED VILLAGE BATTLING SPOOKS"

40 DANCING STAGE MEGAMIX — 85%

The best way to get fit with your PS2. The idea's nutbag simple: tap out the on-screen rhythm with your feet on a dancemat. With tunes from Kylie and Sugababes you're guaranteed to get a steaming sweat on. It gets frighteningly hard later on too, and the double mat head-to-head mode's incredibly addictive. PSM2#36

39 FREEDOM FIGHTERS — 92%

The lighter alternative to *Conflict: Desert Storm 2*, eschewing realism for a fictional, more intuitive (and exciting) squad-based blast around Ruskie-occupied New York. As a result, it lacks the depth of SCi's Saddam-basher, so it won't please squad-combat purists. It's from the people that delivered *Hitman 2* to the world and we love it. PSM2#40

38 LMA MANAGER 2004 — 87%

After years of tinkering with their spreadsheets and tweaking their menus, the codies have perfected football management. This 2004 edition brings new gameplay features off the bench, including improved match highlights, the ability to scout for players in South America and some tasty new player attributes. PSM2#47

TOP 5 ODDBALL GAMES

1 EYETOY: PLAY
Some have called this the future of gaming. We call it a fun set of party games that will liven up even the most dismal Christmas party.

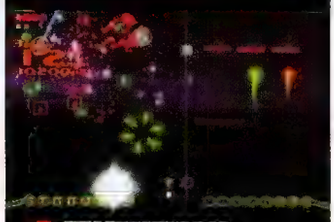
PSM VERDICT 82%

2 SUPER BUST-A-MOVE
Excellent multiplayer bubble-popping puzzle game. It's older than the hills and hasn't improved in the slightest since it's SNES incarnation, but it still rocks.

PSM VERDICT 78%

3 DANCING STAGE MEGAMIX
Possibly the ultimate party game on PS2. OK, so small children and ladies love it, but don't be afraid to shake your ass too.

PSM VERDICT 85%



4 FANTAVISION
Ancient fireworks 'simulator' from the dawn of the PS2. Uses a neat *Panzer Dragoon* style chain-combo system and looks purdy. Hasn't aged well, but still fun.

PSM VERDICT 85%

5 GITAROO MAN
A fantastic rhythm action game that never fails to raise a smile. It's bizzare and very Japanese, but also really simple and accessible enough to be tons of fun.

PSM VERDICT 79%

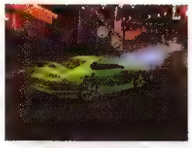
37 FIFA 2004 — 86%

EA are working hard for your £40 annual deposit. Fresh for 2004 is a new training facility, the off-the-ball feature, a menu-driven corner taking system and a Career mode which lets you step away from the actual on-pitch action. The online play is admirable, even if it makes the frame rate chug like the frikkin' Orient Express. PSM2#42

36 VIRTUA FIGHTER 4 EVOLUTION — 87%

If its instant gratification you want, *Soul Calibur 2* and *Tekken 4* are your first ports of call, but Sega's premier beat-'em-up demands respect with its myriad intricacies. Enhancements include two new characters, a Japan-hopping Quest mode and AI based on the best arcade players in Japan. Brilliant, if a touch hardcore. PSM2#36

35 NEED FOR SPEED UNDERGROUND — 86%



A triumph of style over substance, with cheek-ripplingly fast burns around inner city circuits fused to drag-racing and drifting challenges. The way the game keeps bodywork mods and engine upgrades locked until you start building up your street reputation might irritate, but there's loads to find in here. PSM2#43

34 HALF-LIFE — 90%

Looking a little rough around the edges by today's standards, but still weaves a gripping story. Alien monstrosities and an unlikely hero meet in one of the most convincing game worlds ever created. You watch how everyone reacts when things go tits up... The ending leaves you shell-shocked. We're big fans of downbeat here. PSM2#16

"ALIEN MONSTROSITIES AND AN UNLIKELY HERO MEET"

33 MADDEN NFL 2004 — 87%

The most consistently entertaining sports game in history. New enhancements make a difference to the enjoyment of both beginners and seasoned coaches. In Owner mode you get to manage your club's finances; building a stadium, adjusting ticket prices and – yes! – mucking with the cost of tasty burgers. Delicious. PSM2#40

THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

32 WORLD RALLY CHAMPIONSHIP 3 — 89%

While there's still a reasonably large quality gap between *Pro Evo* and *FIFA*, the difference between the licensed *World Rally Championship* and the licensed *Colin McRae* games is minimal indeed. *WRC* is a more demanding drive, while *Colin* is a little more accessible for those just beginning their journey into fishtail territory. Get either in da house though and you're not going to be disappointed PSM2#42

31 XIII — 87%

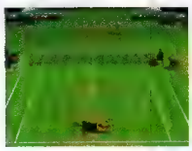
To end all confusion, yes, it's pronounced 'Thirteen' (not Ex-ai-ai-ai or Zree!) and yes, it proved unlucky for some (er, Ubisoft in this case). Despite critical warmth, you see, this classy FPS made little impact on the charts on its debut just before Christmas. Shame, that – it's cel-shaded sheen hides a monstrous, stylish and *bloody* tale which doesn't reveal its secrets without a really, really, *really* tough fight. PSM2#42

30 CONFLICT: DESERT STORM 2 — 88%

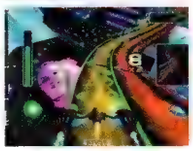
It's the bomb. The best 'proper' war game. Tiz the Baghdaddy! While it doesn't deviate much from the successful formula of the first game, it has a new feature where the game ends if one your four dudes dies. If their energy bar gets cut down to zero, he'll collapse and it's up to you to embark on a rescue mission. Your best choice for exeperinecing the gritty realism of war. Tight as a squaddie's... bootlace. PSM2#39

29 VIRTUA TENNIS 2 — 88%

Sega's addictive multiplayer smash pips *Smash Court Tennis* to claim the title of best tennis game on PS2. A port of one of Sega's Dreamcast titles, it offers the chance to play as one of 16 top-ranked world players (except Sampras, Agassi, Hewitt or Kournikova – they're not in here). Naturally, the multiplayer's ace (sorry, er, again) – but the RPG-like World Tour is even more impressive. PSM2#30



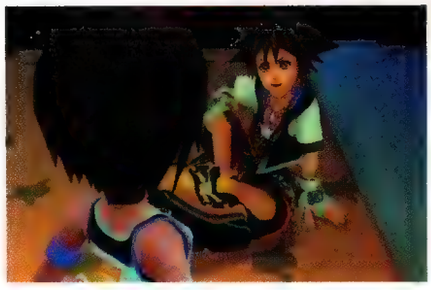
28 AMPLITUDE — 87%



Anyone who's played *Frequency* knows what to expect here, as it's that game's sequel. A bemani-styled music title where you press designated buttons in time with the rhythm of licensed tracks, re-editing the song's structure to your desire. And that's putting it mildly. It's a game whose depth appeals to 'serious' gamers and spread of popular bands entices the mainstream. Addictive and totally time-wasting. PSM2#40

27 KINGDOM HEARTS — 88%

If his head wasn't allegedly frozen in a shed in Memphis, Walt Disney might well be turning in his grave at the thought of handing over his lovingly-created characters to Square for an ambitious action-RPG. But the result is enough to make even the toughest of hard-swearing, foul-drinking videogame journalists (Dan G) go weak. Big, effortlessly entertaining and random battles you *can* avoid. PSM2#29



MILF'S TOP 10 GAMES

1 GTA:VICE CITY
2 PRO EVOLUTION SOCCER 3
3 GRAN TURISMO 3
4 BURNOUT 2
5 SOUL CALIBUR 2
6 TIME-SPLITTERS 2
7 MANHUNT
8 ICO
9 REZ
10 WWE SMACKDOWN! HERE COMES THE PAIN

DAN V'S TOP 10 GAMES

1 PRO EVOLUTION SOCCER 3
2 GTA:VICE CITY
3 SPLINTER CELL
4 TIME-SPLITTERS 2
5 MANHUNT
6 BURNOUT 2
7 SSX3
8 EYETOY: PLAY
9 ICO
10 JAK 2: RENEGADE

26 SILENT HILL 2 — 88%

Konami's survival horror eschews schlock for the surreal, cranking up the tension to forge one of the few genuinely unsettling games on PS2. While the third game is slicker and more action-packed, *SH2* is the more tightly plotted of the trilogy, with unnerving psychological undertones. Who can forget the moment when James makes his final chilling revelation? PSM2#15

25 DARK CHRONICLE — 90%

The sequel to *Dark Cloud*, an RPG that combined dungeon-based combat with village building at the start of PS2's life. And what a sequel. Yes, the random dungeon exploration and combat were retained, but now it has a more intuitive town creation system, multiple characters, upgradeable weapons and vehicles and a beautiful, *beautiful* visual style that puts the original to shame. PSM2#37

24 PRINCE OF PERSIA — 87%

Ubisoft's awesome update of the trap-dodging, puzzle-solving platformer suffered from '*Splitters 2* syndrome on its release; critically acclaimed, yet failing to trigger the general public into a buying frenzy. Using the Sands of Time also allows you to slow, stop and reverse time in order to avoid a sticky end. Graphically majestic, but tarnished by irksome combat and an acute image crisis. PSM2#43

"SLOW, STOP AND REVERSE TIME TO AVOID A STICKY END"

23 HYPER STREET FIGHTER 2 — 89%

Why is a fifteen-year-old game riding so high in our top 50? Because *SF2* is the daddy of all beat-'em-ups. It's the purest multiplayer game this side of *PES3*, stuffed with vibrant character design, graced with arguably the most iconic sound effects in history. Plus, it's incredibly competitive, unnaturally deep and bundled with the 1994 Manga movie all for the bargain sum of £20. But apart from that, nothing. PSM2#46

22 SOCOM 2 — 90%

Of course you need to be online (with a PS2 Network Adapter) to fully feel the benefit of this third-person war sim, but it's a surprisingly good single-player game too. Online, however it really excels – this is currently the best reason to get hooked up. Great use of the headset, superb AI and a powerful engine behind the scenes make this believable and exciting. Well worth signing up for. PSM2#44

"From Hong Kong to San Francisco, I've never been punched in so many places."
RR, Glasgow
"I felt so like I was Jet Li that I woke up the next day and roundhouse kicked my alarm clock."
Finbar McManus, Halifax.
JET LI
RISE TO HONOUR
義氣
TM
THE ONE WHO IS MOST HONOURABLE
IS ALSO THE MOST DEADLY.
fun.
anyone?
PlayStation.2
www.risetohonour.com

THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

21 TEKKEN 4 — 90%

The big change from earlier *Tekkens* comes in the form of walls. The tighter fighting environments now play a major part in your strategy, with cars, pillars and even multi-levelled fighting stages causing you to rethink your route to the enemy. It's the most well-balanced *Tekken* yet, although it's defiantly stuck in its ways. PSM2#27

20 EYETOY: PLAY — 82%

This title's actually more entertaining for everyone *but* the sap waving his arms around in front of the TV trying to clean a window or twat tiny men to the floor with his palms. It's a collection of simple mini-games and a tiny TV-top camera and it's an oinkload of fun for mainstream gamers and super-hardcore retro nuts alike. PSM2#38

"AN OINKLOAD OF FUN FOR ALL TYPES OF GAMERS"

19 ONIMUSHA 2 — 89%

Capcom's samurai action adventure is one of those rare gems that's remained undiscovered by the vast majority of PS2 gamers. Not here. We love it. Correction: Dan D loves it. Mixing historical references with dead actors, a nice line in combat and some decent puzzle-solving, it's no wonder the Welshman's taken it to his heart. PSM2#27

18 RATCHET AND CLANK 2 — 85%

This follow up is a huge improvement to Insomniac's shooter-come-platformer. Characters are less irritating, the difficulty"s cranked up and the handling, firepower and Clank levels tweaked to near perfection. Ignore the fact that the lead characters are a furry thing and a tiny robot – this is superfine adventure gaming. PSM2#42

17 HITMAN 2 — 89%

Any game which allows you to spell out your name in freshly dead corpses deserves some recognition. *Hitman*'s a stealthy, free-form game which sees you as the mysterious Agent 47, a slaphead among super-assassins. What makes *Hitman* stand out are the options open to you – choose a stealthy, disguise-clad route, or go in and shoot the stomach out of the place. Fantastic stuff. PSM2#28

TOP 5 FIRST PERSON GAMES

1 TIMESPLITTERS 2

Stunning multiplay and a massive, varied single-player mode. Funny, clever and exciting. PS2's finest hour. All we can say is roll on *'Splitters 3*...

VERDICT 95%

2 DEUS EX

The most in-depth FPS game ever made. Completely free-form, full of extraneous detail and backed up by a thrilling plot.

VERDICT 88%

3 MEDAL OF HONOR: FRONTLINE

Excellent start, brilliant middle and a rousing finale. Shame about the rest, but it's still a fun romp through war-torn Europe.

VERDICT 89%

4 HALF-LIFE

Revolutionary PC-spawned FPS that made Doom and Quake look ridiculous. Thankfully, the PS2 conversion holds up extremely well indeed.

VERDICT 90%

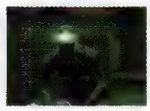
5 RED FACTION 2

A brainless, highly destructive romp. Blow holes in stuff and kill lots of stupid enemies. A decent plot and some striking visuals make this a winner.

VERDICT 85%

16 SPLINTER CELL — 91%

Oh dear. It's all gone a little bit Clancy. But this is solid stuff – almost knocking the stuffing out of Solid Snake himself. Slower paced than Konami's captivating stealth-'em-up, this tale of counter-terrorism, hi-tech gadgetry and a nice line in grumpy realism probably wouldn't be the same without the superbly realised graphics. Or Tom Clancy's approval. Bless him. PSM2#34



15 JAK2: RENEGADE — 93%

A darker, de-cheesed and phenomenally well-designed sequel. Takes 'action platformers' into darker territory, blending platformer mainstays with incredible combat (the gunplay's out of this world) and super-tight handling. Forget the kiddy-friendly nonsense in the first game – Jak's grown up into an angst-ridden teenager. PSM2#40

14 FINAL FANTASY X — 91%

Still the most sweepingly cinematic game on PS2. It might eat 70-100 hours out of your life. An epic tale of mop-topped Tidus, a Summoner named Yuna and a blue lion thing. If only the random battle stuff would go away, it'd be perfect. If you've got the time, treat yourself to the adventure of a lifetime... until *FFXII*. PSM2#23

13 MANHUNT — 91%

Rockstar's darkest game yet makes you feel wrong in the head. Cloaked in controversy and officially banned in New Zealand. You're the star of a TV show where you need to kill kill KILL, with the voice of the manic director egging you on to sicker deeds. It's definitely a videogame nasty and no mistake. PSM2#43

12 COLIN MCRAE RALLY 4 — 92%

The mud-loving Scotsman's done Codemasters proud again. *Rally 4* retains the trophy – but only just – from *WRC3*. Easier to get into than Evolution's title, with stunning production values, cracking car physics and pinsharp handling. It doesn't get any better than this. Where the hell can they take *CMR5*? PSM2#40

"CRACKING CAR PHYSICS AND PINSHARP HANDLING"

11 DEVIL MAY CRY — 90%

Shinji Mikami's original 2001 blast of 'stylish action' still manages to set the screen alight today. The script, voice acting and story are pile of steaming munt, but who cares? It's the electric combat that makes this game such a joy. You'll find it hard to find more satisfying sword 'n' gunplay. However, it doesn't last long. PSM2#15

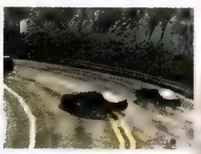
THE BEST PLAYSTATION2 GAMES IN THE WORLD... EVER!

50

10 ICO — 85%

Rising dramatically up the Top 50 following Dep Ed Dan D's intense lobbying (his original review score of 90%+ was shouted down after a three hour office debate two years ago), *Ico* is the game you never knew you needed. Devoid of guns, explosions and licensed soundtrack, it sees a horned boy take a ghostly girl by the hand and attempt to guide her through a peril-strewn adventure. The final scene on the beach... <sniff>... it's almost *too* beautiful. An evocative, soulful experience, verging on art. Miss it at your peril. PSM2#17

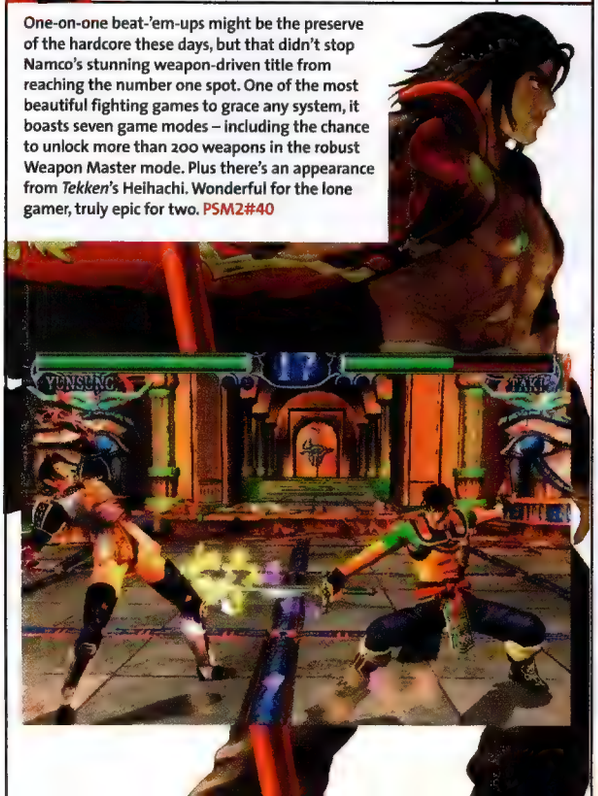
9 BURNOUT 2 — 91%



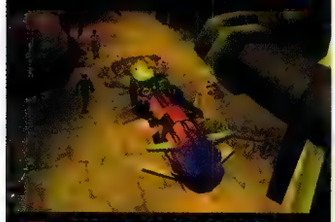
Clearly coded by a bunch of blokes that love games, *Burnout 2* is a racer that stays well out of the cock-waving battle for licensed vehicles, accurately mapped cities and hip-hop bad boy endorsement. Instead, it concentrates on rewarding your courageous (er, dangerous) driving with buttock-clenching speed. Pin-point handling, sharp visuals and stacks of play modes'll keep you coming back. PSM2#28

8 SOUL CALIBUR 2 — 93%

One-on-one beat-'em-ups might be the preserve of the hardcore these days, but that didn't stop Namco's stunning weapon-driven title from reaching the number one spot. One of the most beautiful fighting games to grace any system, it boasts seven game modes – including the chance to unlock more than 200 weapons in the robust Weapon Master mode. Plus there's an appearance from *Tekken*'s Heihachi. Wonderful for the lone gamer, truly epic for two. PSM2#40



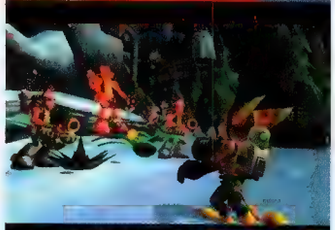
TOP 5 PLATFORMERS GAMES



1 JAK 2: RENEGADE

A sugar-blasted collection of pure greatness. Vast, well-built and bustling with distractions. How other platformers can ever hope to better this is beyond us.

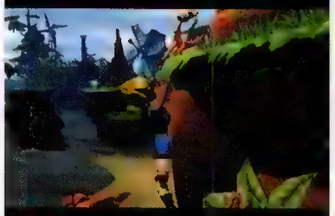
VERDICT 93%



2 RATCHET & CLANK

Looks lovely, is expertly designed and has the most upgrades and options of any platformer ever. This is a labour of love on

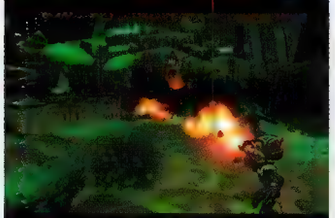
VERDICT 91%



3 JAK & DAXTER

The first essential platformer on PS2. It's now out on platinum, and well worth twenty of anyone's pounds. Massive, good-looking, funny and innovative.

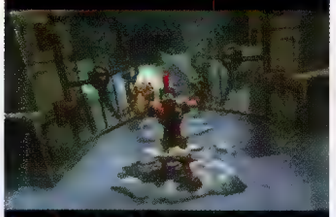
VERDICT 85%



4 RATCHET & CLANK 2

Oozes the same rare quality as it's predecessor and every element of the game is superbly executed. The scale is epic and the visuals are delightful. Worth a look.

VERDICT 85%



5 MAXIMO

A platformer for people who are really good at games. Tough, good-looking, filled with craziness and has a respected heritage. Extremely difficult in places, but worth it.

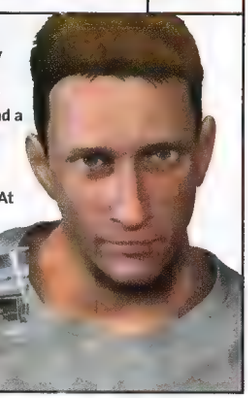
VERDICT 84%

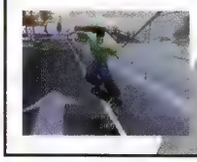
7 GRAN TURISMO 3 — 93%

The PS2's original killer application continues to age well. It's *Pokémon* for blokes – the desire to stay up late collecting cars being truly compelling. Criticisms of the dodgems-style AI and damage-free collisions roll off its bodywork like water off a duck's back. If you've got a PS2, you've got this. It's as simple as that. PSM2#13

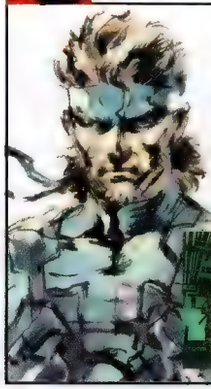
6 TONY HAWKS PRO SKATER 3 — 96%

While *Tony Hawk's Underground* is technically superior, with its brilliant face mapping facility and cohesive plot, Tony's PS2 debut is still the benchmark for extreme sports. Why? It simply feels tighter, with a greater variety of levels and a scalpel-tight design mechanic enabling you to maximise the reflex-sappingly deep combo system. Better yet, there's no rubbish driving sections or running around collecting objects. At £20, we emplore you to agree. PSM2#17

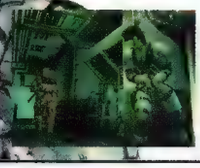




5 METAL GEAR SOLID 2: SUBSTANCE — 96%

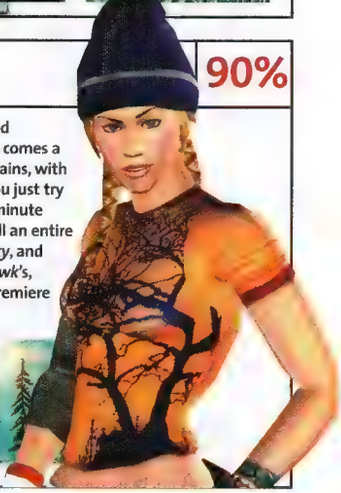


A true second generation game for PS2 (what generation are we on now? Is anyone keeping track of this shit?). Hideo Kojima's hand-crafted tale of terrorism with a twist – you get to play the game as a character no-one likes – is so ram-jammed with tiny details you'll miss most of the game's potential on one sortie. Yes, the movie interruption can bore you, but give the man a frikkin' break. PSM2#20



4 SSX 3 — 90%

Just when you thought EA had squeezed everything they could out of *SSX*, along comes a three-quel, spattered over three mountains, with enough free-roaming opportunities (you just try time-trialling an entire peak in one 15-minute run...), challenges and course races to fill an entire calendar year. More forgiving than *Tricky*, and more consistently exhilarating than *Hawk's*, which is why we've selected it as our premiere extreme sports game. PSM2#41



THE BEST PLAYSTATION2 GAMES IN THE WORLD... EVER!

3 TIMESPLITTERS 2 — 97%

FEATURES
- Single player and co-operative story mode.
- More than 80 playable characters.
- Nine time travelling episodes, ranging from Wild West to Neo Tokyo.
- Multiplayer with options for deathmatch, capture-the-bag and escort.

Reeks of quality, does this. Absolutely stinks of it. It's the most influential console FPS since *GoldenEye* on the N64 – and the same guys responsible for it that created *'Splitters 2*. Yet, if sales are any indication, it seemed to only truly appeal to real gamers – people like you and us – on its release. Please try to ignore the 'silly' artwork and consider that we've played every PS2 game and rank this as the third best. There's no higher praise. Unless you count numbers 1 and 2. PSM2#28

2 PRO EVOLUTION SOCCER 3 — 96%

FEATURES
- Support for up to eight players in multiplayer matches.
- New graphics engine. Watch players' facial expressions change depending on how the match is progressing.
- The chance to control one player, rather than flicking between them.
- The option to select referees (who now play the advantage sometimes).

The hills have eyes! It was a brave decision to stick conker-brained ref Pierluigi Collina on the cover of the latest *Pro Evo* – but it tapped into the real football fan and real football game fan market perfectly. (Henry? Pah! He's not even good enough to be FIFA World Player of theYear...) *Pro Evo 3* is just sublime. It's a cliché to say it now, but lunchtimes really wouldn't be the same without it. They'd be quieter. More than 1,000,000 pre-orders were placed for the game across Europe – a million people can't be wrong. Do yourself a favour and – regardless of whether you even like football – experience a near-perfect videogame. PSM2#41

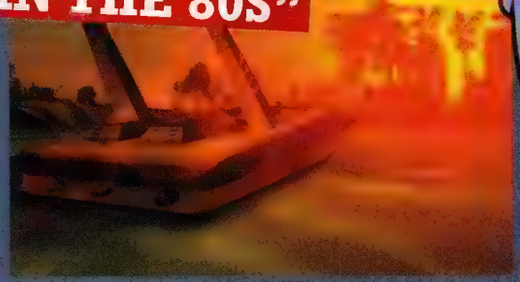
"REEKS OF QUALITY, THIS. ABSOLUTELY STINKS OF IT"

1 GRAND THEFT AUTO: VICE CITY — 97%

FEATURES
- Impressive roster of voice talent: Ray Liotta, Dennis Hopper, Burt Reynolds and more.
- Huge soundtrack of 80s songs from the likes of Flock of Seagulls, Grandmaster Flash and Cutting Crew.
- Massive game world – travel from the beach to the airport and more.
- Guns. Lots of them.

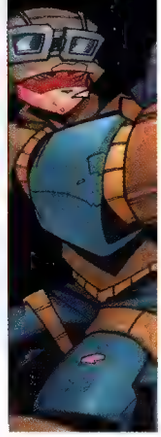
It had to be, didn't it? The most immersive game ever. A living, breathing, crime-sodden city in the '80s which doesn't care that you're running errands for the criminal underworld – it just carries on as if you weren't there. Where else do you find over 120 vehicles, from golf buggies to attack helicopters, waiting for you to 'jack them'? Where else can you take more than 40 weapons for a 'test drive'? Where else do you get to fly an RC helicopter around before chasing down a criminal fattie with a chainsaw, stealing a bus and cruising down to the wharf, shooting up a gang and 'borrowing' their boat, then taking a sniper-shooting joyride in a helicopter, popping down to the local mall and getting yourself some new threads? Nowhere. To date this is truly the best experience that videogaming can offer. PSM2#29

"A LIVING, BREATHING, CRIME-SODDEN CITY IN THE 80S"



DAN D'S TOP 10 GAMES

1 PRO EVOLUTION SOCCER 3
2 ICO
3 SSX3
4 TONY HAWK PRO SKATER 3
5 ONIMUSHA 2
6 GTA:VICE CITY
7 SILENT HILL 2
8 TIME SPLITTERS 2
9 MAXIMO
10 MGS2



JORIN'S TOP 10 GAMES

1 SSX3
2 GRAN TURISMO 3
3 BEYOND GOOD & EVIL
4 GTA:VICE CITY
5 FREEDOM FIGHTERS
6 DANCING STAGE MEGAMIX
7 TONY HAWK'S UNDERGROUND
8 EYETOY: PLAY
9 BURNOUT 2
10 ROCKY

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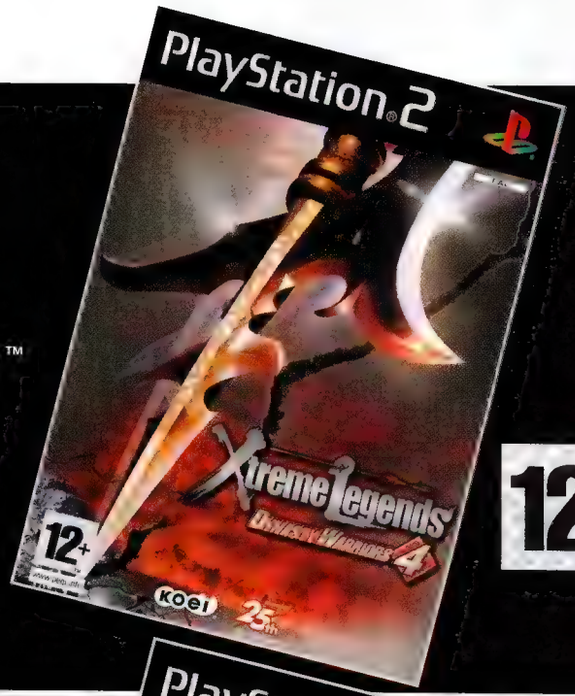

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P.T.O.IV™

Pacific Theater of Operations

Available Now

3+™

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PlayStation 2

QUICK TIP: TAK AND THE POWER OF JU JU
ALL EXTRAS MENU CHEATS: PAUSE THE GAME AND PRESS ←,→,□,□,○,○,←,→ TO UNLOCK ALL CHEATS AT THE EXTRAS MENU. BINGO!

Pro

TRAINING YOU IN THE DARK ARTS OF PS2

94 LMA MANAGER
The complete guide to 2004's update of the best footie management game on PS2. Thank the spreadsheet gods!

98 TOMB RAIDER
The Angel of Darkness has just gone Platinum. Here's how to ace the game without breaking an unlady-like sweat.

100 ULTRA DOJO
The ever-popular Dojo has just had a full makover. It's now shorter and sweeter and, best of all, *you* get to set the challenges. So are you a Dojo Master?

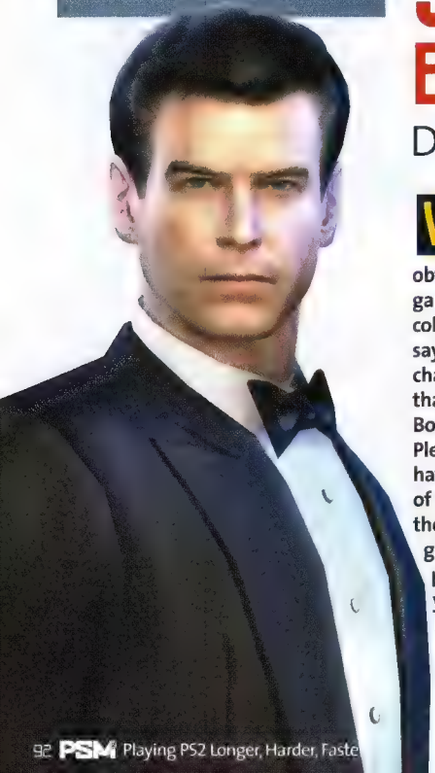
PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We've dedicated an army of gamers...

TIP OF THE MONTH

JAMES BOND 007: EVERYTHING OR NOTHING

Do you want more James Bond bang for your buck?



What a stupid name. *Everything or Nothing*? Well, *everything*, obviously. Tch. Although the game isn't 'all that', as our colonial cousins are so wont to say. Still, it shot to the top of the charts, which just goes to show that you can't beat a bit of Bond. Unless you're Jaws. Arf! Please note that you'll need to have collected the said number of platinum awards to enable these cheats to work. Pause the game to enter them and 'hey presto!' – the world of Bond is your oyster, or something. Unfortunately, you won't be able to use the cheats as an aid to getting other platinums...

GOLDEN GUN
One platinum award.
Press ○,△,✕,○,△

IMPROVED TRACTION
Three platinum awards.
Press ○,✕,(↓),□,△

IMPROVED BATTERY
Five platinum awards.
Press ○,□,(↓),✕,○

DOUBLE AMMO
Seven platinum awards.
Press ○,(↓),✕,○,△

DOUBLE DAMAGE
Nine platinum awards.
Press ○,△,(↓),□,○

FULL AMMO
11 platinum awards.
Press ○,(↓),△,□,(↓)

CLOAK
13 platinum awards.
Press ○,△,✕,△,□

FULL BATTERY
15 platinum awards.
Press ○,△,(↓),✕,○

ALL WEAPONS
17 platinum awards.
Press ○,△,✕,(↓),○

UNLIMITED BATTERY
19 platinum awards.
Press ○,□,○,□,△

UNLIMITED AMMUNITION
23 platinum awards.
Press ○,✕,□,✕,○

SLOW MOTION DRIVING
25 platinum awards.
Press ○,□,△,✕,△

PLATINUM GUN
27 platinum awards.
Press ○,□,(↓),○,✕

BONUSES
Get the required number of gold awards to unlock the following...
Production stills 1: one gold award.
Production stills 2: two gold awards.
Production stills 3: three gold awards.
Production stills 4: four gold awards.
Production stills 5: five gold awards.

tips

Tank weapon upgrade:
10 gold awards.
Underworld:
11 gold awards.
Cayenne weapon upgrade:
12 gold awards.
Mya:
14 gold awards.
Vanquish weapon upgrade:
15 gold awards.
Miss Nagai:
17 gold awards.
Katya:
20 gold awards.
Triumph weapon upgrade:
21 gold awards.
Nanotank weapon upgrade:
24 gold awards.
Gallery:
27 gold awards.
Helicopter weapon upgrade:
six gold awards.
Serena:
eight gold awards.

COMPLETION BONUSES:

Complete all the single player levels to unlock the MI6 Combat Simulator and MI6 Survival Test bonuses.

GADGETS

Complete the indicated level to unlock the corresponding gadget.
EMP grenade:
The Ponchartrain Bridge
Frag grenade:
Ground Zero
Network Tap:
Diavolo's Plan
Q-Cloak:
Sand Storm
Q-Spider:
Sand Storm
Q-Spider Dart:
Sand Storm
Q-Spider Explosive:
A Show Of Force
Q-Spider Nano:
Diavolo's Plan
Rappel:
Ground Zero
RC Car:
Sand Storm
Sleeper Dart:
Sand Storm
Strobe Grenade:
Sand Storm
Thermovision:
Ground Zero

MULTIPLAYER CHARACTERS

Get the following number of points to unlock the multiplayer character.
003:
290 points.
Baron Samedi:
50 points.
Diavolo Moscow:
400 points.
Egypt Commander:
90 points.
Egypt Guard:
180 points.
Hazmat Guard:
110 points.
Katya Jumpsuit:
320 points.
Le Rouge:
260 points.
Miss Nagai:
450 points.
Moscow Guard:
230 points.
Mya:
130 points.
Odd Job:
70 points.

BAD BOYS 2

Bad Boys 2 came as something of a surprise to us.

A surprise in that it's not a hooting great steaming pile of dung. Which isn't to say that it's anywhere near brilliant, but there you go. *Bad Boys 2* has confounded expectations simply by managing to be average. Funny old world, isn't it?

Anyhow, now that you know all about the game, we can save you the time of actually having to play through it with the following code, which unlocks everything. If you were planning on a cosy weekend in a SWAT vest pretending to be Martin Lawrence then you might want to look away now:

During gameplay enter ◎,↑,⊡,△,→,↓

PITFALL: THE LOST EXPEDITION

Hey kids, did you know that *Pitfall* is actually a crusty old golden oldie of a game? It's true! Don't remember it? Not to worry, only old farts like Dan G do, and even then it's not very likely that he can recall it; he's only sober for about 30 seconds of the day, ie: the time it takes for him to reach a bottle of Newcastle Brown Ale after waking up. Bless.

Hyper Punch Mode:
Hold L1 + R1 and press ←,→,◎,↑,◎,→,← at the title screen.

Bottomless Canteen Mode:
Hold down L1 + R1 and press ←,⊡, ◎,↓,⊡,⊗,⊡,◎ at the title screen.

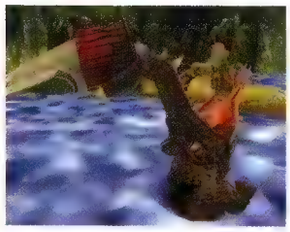
Play as Nicole
Hold down L1 + R1 and press ←,↑, ↓,↑,◎,↑(2) at the title screen.

Classic Pitfall
Hold L1 + R1 and ◎(2), ←, →,◎,⊡,⊗,↑,◎ at the title screen. The 'Original Pitfall' option will be unlocked at the New Game/Load Game screen.

Classic Pitfall 2: Lost Caverns
Hold L1 + R1 and press ←,→,←,→,△ (3) at the title screen. The 'Lost Caverns' option will be unlocked at the New Game/Load Game screen.

SPAWN ARMAGEDDON

Not a good name, is it? "Hi, I'm Spawn, pleased to meet you." "Spawn what? Frog spawn? Spawnography?" "Er, just Spawn..." Still, as long as he's got the love of a good woman, who cares? What's that? His wife was horribly murdered and now he's an agent of the devil? Jings.



Level Select
Pause the game and press ↑,↓,←,→,←(2),→(2)

All Weapons
Pause the game and press ↑,↓,←,→,←,→,←(2)

Unlimited Ammo
Pause the game and press ↑,↓,←,→,↑,←,↓,→

Unlimited Health and Necroplasm
Pause the game and press ↑,↓,←,→(2),←,↓,↑

No Blood
Pause the game and press ↑,↓,←,→,↑(4)

Unlock All Comics
Pause the game and press ↑,↓,←,→,→,←(2),↑

Unlock Encyclopedia
Pause the game and press ↑,↓,←,→,←,→,↑,↓

TEENAGE MUTANT NINJA TURTLES

Haven't we already had this fad? This 80s nostalgia thing is getting waaaay out of hand. Next thing you know Milf will be coming to work in deely boppers and fluorescent yellow socks and those baggy trousers with the elasticated ankles. So, no change there then apart from the deely boppers. Ahahaha!

ALTERNATE DONATELLO COSTUME
Enter **DDSMS** as a password. Hold L1 or R1 when selecting Donatello at the character select screen.

ALTERNATE MICHAELANGELO COSTUME
Enter **RRLMD** as a password. Hold L1 or R1 when selecting Michaelangelo at the character select screen.

ALTERNATE RAPHAEL COSTUME
Enter **DMDML** as a password. Hold L1 or R1 when selecting Raphael at the character select screen.

ALTERNATE LEONARDO COSTUME
Enter **LDMSR** as a password. Hold L1 or R1 when selecting Leonardo at the character screen.

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

WORMS 3D (M)

0E3C7DF2 1853E59E
EEBD1142 BCEA80D2

All Players Inf Health	DEBFFABE
DEB4B432	BF899B8B
E0AB9B84	DEBFFABA
Freeze Turn Time	BCA99B83
D14C6732	Enemy AI Fails To Shoot
BCA93B83	DE8D2CCE
No Weapons Delay	BF899B8B
	DE8D2CCA
	BCA99B83

I-NINJA (M)

EC8F5EFC 143E92F4

Infinite Health	Max Coinage
1CA552F0	4CA55570
D856E7A5	1456089C
Max Health	Infinite Coinage
1CA552F4	4CA55564
D856E7A5	1456E404
Max Continues	Open Debug Option Flag Setters
4CA55590	
1456E404	
Max Score	3C8A5F68
1CA55588	1456E79D
17E9C70C	

LEGACY OF KAIN (M)

0E3C7DF2 1645EBB3
0C11BB5F F8FCFDFD

Invincible
3C1A0BA3 F8FCFEFE
3C138DCB 88FCFE0E
3C138CAB F87CD611
3C138CBF F8BCD611
Joe Pasquale mode
3C1A061F BFECFEFE
Massive Raziel
3C1D20BF BFDCFEFE
3C1D20C3 BFDCFEFE
3C1D20C7 BFDCFEFE
Midget Raziel
3C1D20BF BFFCFEFE
3C1D20C3 BFFCFEFE
3C1D20C7 BFFCFEFE
Ghostly Raziel
3C1D2227 F8FCDEFE
Ghostly Guards (first 4)
3C1F87A7 F8FCFEFE
3C1ECA97 F8FCFEFE
3C1F8B17 F8FCFEFE
3C1F8E87 F8FCFEFE
Massive Guard 1
3C1F863F B87CFEFE
3C1F8643 BFECFEFE
3C1F8647 BFECFEFE
Massive Guard 2
3C1EC92F B87CFEFE
3C1EC933 B87CFEFE
3C1EC937 B87CFEFE

"TAKE YOUR TEAM TO THE TOP INSTEAD OF RUNNING THEM INTO THE GROUND"

LMA MANAGER 2004

Essential tips and tactics fresh from the management brains of Codemasters' Chris Coates, LMA Manager 2004's games designer. Read and learn...

STARTING OUT:

Who is the best club to get started with?
When picking a club, go for one with low expectations such as a first division club where you are only expected to finish in the top 16; e.g. Coventry City, or Watford. These teams have good players and could well get promoted. If playing in the Premiership, Aston Villa is usually a good bet due to a top 14 contract, no European matches and some decent strikers.

I'm really struggling and keep getting hammered in every game, what can I do?
Other than picking a good team to start with, check your players' fitness and morale; any players who are tired will not perform as well and happy players will always give 110% (a figure of speech, of course, as 110% is by definition impossible. Fact!) Also check your tactics and see if your players are able to adapt to them, if you are playing long ball and your team are used to short passing they may take time to adapt.

If you're not creating chances maybe your midfield is not strong enough, or you need to push a few men up. You could try using the focus arrows to push up a midfielder or use the position edit to place a wide midfielder a bit further up the field too. Always watch the match and try to see where it's all going wrong. If you aren't having any joy down the centre get your team to look to the flanks.

If you keep losing the ball then you could look to create a more pressing team (although this may mean fitness will drop more), or you could get some ball winners and make them sit back a bit. And everyone likes to sit.

TACTICS:

Do you think Brazil '70 tactics will turn my Carlisle United side into world beaters?
No, you can't turn third division players into Pele overnight, unless you've got some kind of transbobulator machine. Certain tactics suit certain teams; a good idea is to try them out in pre-season friendly matches. Remember to look at all the player's attributes to see what those strengths and weaknesses are – for example, it's no use playing long balls when you've got a small slow team.

Is it better to go about creating custom tactics for my side? What factors should influence which formation and system I choose and is it worth giving players individual tactics?
It is always better to customise your tactics to suit your team. Scrutinise the player abilities and their positions and tailor your tactics to them. Don't forget to study your scout report on your next opponent, so you can make small changes to your tactics to minimise the other side's strengths and capitalise on their weaknesses.

As for individual tactics it's well worth pushing a midfielder up behind the front two, especially if they have a good forward runs attribute, as well as pushing players wide or making them sit back. Hey, try them all out and see what happens. The results should show the best practice.

I'm not sure whether to play with a man-marker. And which player position should I use to do the job – a midfielder? Is it worth marking a centre forward with a defender?
In general, if you have a spare man at the back (usually when you have five Defenders, which is rather a lot) use one of the centre backs to man-mark. Again, study your scout report for an indication of who might be their most dangerous attacker. One downside of this is that you may also tire out your defenders, or pull them out of position, so make sure there are no important matches you want to use him for in the near future.

Is it better to use a playmaker or not?
If you have a talented attacking midfielder with good passing skills, they make good playmakers and will create more attacking moves. The team will look to get the ball to him more, so make sure that he is both an intelligent and fit player as he will get more of the ball. An interesting tactic is to put a playmaker out wide and then use left or right side attack so that player will see a lot more of the ball.

How do I know which players to use for the individual player roles?
Captain – a good Captain boosts your entire team 's morale. Players with high individual morale and intelligence are suited to this role, as are those with a specialist skill in this area. Obviously. Free Kick Taker – this assigns which player should take direct free kicks. This man should score highly in shooting and technique, possibly also possessing a direct free kick special ability. You could also check the free kick takers passing ability as they won't always take a shot from the free kick. Corner Takers – Look at players that have corner taking ability and good passing, also remember that you may want a particular player on the end of the corner rather than taking it. Also check which foot the player uses. Or if, indeed, they have feet in the first place.

So I've got my scout's report on the opposition. Should I try to match them or play to my own side's strengths?
Strengths are called strengths for a reason, so always play to 'em. Tweak your tactics based on the scout report on the opposition, but remember the club being scouted may have made some changes since the scout report was completed. However, if they have a good rating and really go for the attack it may be worth analysing how good their strikers are, or their formation, as they may swamp the midfield or play four up front.

BARGAINS/GEMS FOR DIVISION 1 CLUBS

Name	Club	Position	Cost
A. Dalcanto	Uraian Elista (Russia)	Defence	1.3m
J. Euell	Charlton	Attack	5.7m (but often on loan)
E. Gudjohnsen	Chelsea	Attack	11.75m (but often on loan)
A. Cisse	Birmingham	Midfield	1.5m

STAR PLAYERS

Name	Club	Position
Z. Zidane	Real Madrid	Midfield
D. Beckham	Real Madrid	Midfield
L. Figo	Real Madrid	Midfield
T. Henry	Arsenal	Attack
G. Buffon	Juventus	Goalkeeper
Ronaldo	Real Madrid	Attack
R. Ferdinand	Man Utd	Defence
L. Thuram	Juventus	Defence

Are there any basic rules for playing against various formations and tactics?
As stated earlier, it's often best to play to your strengths and not always worry about the opposition's strengths/weaknesses. If a team is playing three at the back it's often a good ploy to play three up front and play it down the flanks to exploit the extra space. This will require you to have decent attackers and wingers, though. Always remember that you may also be vulnerable yourself by making these sort of changes and the best method is often trial and error, as each team relies on more than just one tactic to win matches. If you are playing against a good team on the attack it may sometimes be a good idea to go 1-4-4-1 and have your players sit back and defend.

Is it better to play a really good player out of position or someone less skillful who prefers that area of the field?
This depends on how far out of position. For instance, a midfielder played in defence who has decent tackling and marking abilities would be quite at home, but playing a keeper outfield would be a very bad idea. Like, *duh*.

IN THE DUGOUT:

Which four tactics should I allocate to the shoulder buttons in the dugout?
In *LMA 2004* we've added three new dugouts that can't be used via the normal tactics, they are; Left Side Attack, Right Side Attack and Clearance, so it's worth having them as three of your tactics as they act as three extra tricks up your sleeve (Clearance is very useful in the dying seconds when you are 1-0 up). It's also a good idea to have complete opposites to your current style of play on there, so you can quickly see what difference they'll make.

Should I be shouting dugout tactics all through the match or is it best to leave them to it for a while?
As in real life, and the PSM2 office specifically, shouting conflicting instructions too often will create confusion, so use sparingly. There are some key moments though when these make a difference and influence the players' decisions; for example you can quickly move to All Out Attack when moving forward to get men forward, or use Clearance if you want to get rid of the ball quickly. Ultimately, be concise.

I'm just not scoring enough goals and creating few chances. What can I do to improve my team's attacking play?
Play an attacking formation such as 4-2-4, set your attacking style to direct and buy good attacking midfielders and strikers! If you're unable to get decent attackers you may have to play more defensively and try and grind out some results. You could try and get some good set-piece takers and players with good height and heading ability so you can make the most of corners and free kicks.

My defence just keeps on leaking goals. What can I do? I'm sick of Alan Hansen having a go in the match highlights...
Play a defensive formation such as 5-4-1 or 1-4-4-1, and try altering your defensive style too. As already stated, alter your individual player focus so players sit back (especially full-backs). You could also look at getting rid of some of your "luxury" players in midfield and replacing them with some ball winners. It's sometimes useful to listen to Alan Hansen during defeats as he may just give you a few words of wisdom in among the nonsense-speak.

My players keep giving the ball away. What can I do to better keep possession?
Set your attacking style to be more patient. Set passing to short balls, but use the old head-muscle and make sure you have players with good passing and technique or this tactic may make matters worse.

I've got a powder-puff midfield who can't get the ball back. What can I do to give them some steel?
Buy players with good tackling ability or improve their tackling ability in training. Be careful though as players may tire more and the yellow and red card count may start creeping up. Of course, you could always try and buy Steven Gerrard and Patrick Vieira. If you're rich. Which you won't be.

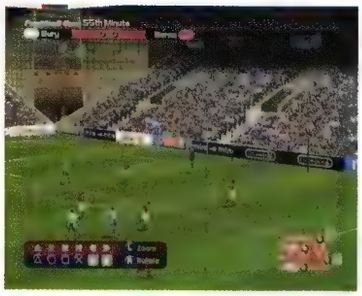
How do I know if a player is unfit or injured during a match? And if so should I substitute him immediately?
Keep an eye on your players' fitness in the Subs and Tactics screens during the match. The lower it is, the more likely they are to break a nail or play like a monkey. The game tells you when a player is actually injured. You may also notice that the player is running slightly slower.

Okay, I'm a goal down and there's only ten minutes left to play. Any suggestions?
Set your passing style to long ball and attacking style to direct. Or use your All Out Attack dugout tactic. You can also use position edit and player focus to push individual players up, but be wary of the counter attack.

I've had a central defender sent off and he's left a big hole. What should I do?
The game AI will make the other players cover. You could pull a attacker off and bring on a defender, changing your formation to reflect these changes, but it all depends on the current situation, e.g. if you're 3-0 up with minutes left it's not worth it. You may also want to be a bit like crazy-ass Keegan and prevail with free flowing attacking football. Of course in *LMA 2004* you can also move the players in the position edit to cover the holes anyway.

TRANSFER MARKET:

Should I sell my worst players straight away and replace them with better ones?
This depends on their age. Young players have potential to improve more quickly. Get rid of your incontinent gimmers and keep a careful eye on your young players.



UP FOR THE COFFEE CUP: With Doncaster and Coventry involved in a match, you know it's worthless cup time.

BARGAINS/GEMS FOR PREMIERSHIP CLUBS

Name	Club	Position	Cost
A. Costacurta	AC Milan	Defence	1.9m
Emre	Inter Milan	Midfield	9.4m (but often on loan)
O. Martins	Inter Milan	Attack	7m (but often on loan)
P. Counago	Ipswich	Attack	5.7m
S. Eto'o	Mallorca	Attack	16.5m (but well worth it)

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

However, even some young players may be so bad that they are just clogging up your wage budget, which you could use to bring in someone better. Look out for the training report each month to see who may have potential.

What's the point of the youth squad? Are any of them ever going to be any good? And if so, when should I sign them? Can I still use that old trick of signing loads of them at the end of one season and selling them at the start of the next?
It's always a good source of players. Some of them have the potential to be stars. You can also try them out for a couple of weeks in the first team before committing to signing them. This is also a good way to cover any short-term injury problems. You can use them at the end of one season and sell them at the beginning of the next, but you'll miss out on potentially huge benefits as most of them will improve greatly over the first couple of seasons. Check the training report each month for recommended youth players, but also check that your Head Coach is decent enough to do this. If he's a drooling cabbage they won't learn anything, apart form how to drool.

Looking at the transfer list, what's the difference between the Overall and Rating for each player?
Rating is the average match rating for the current season and Overall is the player's abilities weighted according to their preferred position. Comprende?
For instance, a defender will have more emphasis on their tackling and marking abilities. Remember only use the Overall bar as a guide and that it's the individual attributes that make all the difference; of course, in Expert Mode you have to use the attributes as the Overall bar is not shown. If buying players then use the scouts to check out individual attributes as well as hidden attributes and don't forget you can send scouts out to countries to look for players with specific attributes.

Do you have any tips for negotiating a transfer? Should I offer above the asking price for a star player?
If a player is still under contract, you should generally offer more. Don't start too high – remember, you can always increase your offer. If a player is being enticed to come to a less prestigious club or to a lower division, he will want more money. Also check if they're playing regular football as they're more likely to leave if they're sitting on their ass picking their nose. You can also check your scout report for hints about whether the player or club requires more money.

How can I persuade a good player to join my rather unglamorous club? Are there any tricks I can use in addition to offering higher wages?
Offer them bonuses and higher wages, but if they won't go they won't go, and there's shit-all you can do about that.

What sort of contract length should I be looking at? Does it depend on the age of the player?
In general, older players will want longer contracts for more security, and younger players will want shorter contracts so they can take advantage of the market. It's up to you, mind, but you may have to offer more money to accept the contract you want.

PLAYERS & TRAINING:

How often should I rest my star players? If their fitness gets really low, what will happen?
If the star player's fitness is low and/or you have a less important match coming up, rest them. If a player's fitness is low and they carry on training, they are more prone to injury and it will also affect their performance, and eventually THEY WILL DIE. Well, maybe not, but do look after 'em. Of course you can go to the training overview and have your Head Coach concentrate on fitness.

BARGAINS/GEMS FOR DIVISION 3 CLUBS

Name	Club	Position	Cost
D. Clare	Chester City	Attack	890,000
S. Opinel	Farnborough	Midfield	470,000

Do you have tips for training my players? Should I just leave it to my coaching staff?
Leave most of your training to your head coach, as he knows his shit, as they say. But I recommend you keep a close eye on the younger players with potential and set their training schedule yourself. Of course this is also dependent on how good your coaches are. However, some young players also benefit from playing well in matches, so you could pick them or loan them out. New in *LMA 2004* is the ability to set up a basic training overview for the team, so if you want to train harder just set it to Heavy and if you want to improve the teams goal scoring set it to Finishing.

If I have a good player with really low morale, how can I go about improving it?
Love your man and he'll love you back. Er... Anyway, morale is more of a performance based attribute, as there's now a hidden happiness rating. Rest him from training, offer him a new, more lucrative contract, make sure that he's being picked to play enough, and make sure he has enough friends in the team, i.e. players with good adaptability or of the same nationality (although new foreigners will often struggle to fit in at the start) to increase his happiness. Win more matches when he is playing or improve his abilities in training to get his morale up.

FINANCE:

Is it worth shelling out for the top scouts? I don't want to end up with a Helder Postiga.
Short answer: hell yeah. They produce more accurate reports in a quicker time and you only really pay for their services when you use them. They may also unearth some stars of the future as well as telling you the likelihood of a player joining your club. Getting young stars in cheap is an essential tatic for long-term wealth and success.

What should I do if I start running out of money?
Be ruthless and metaphorically sacrifice a dumbass. Er... or sell a player to survive, like the lower clubs have to do in real life. Build up your young players with a view to selling them in the future. If this isn't possible then the board may take pity on you and provide more cash when you get to buy a player (if they consider him worth it).

BARGAINS/GEMS FOR DIVISION 2 CLUBS

Name	Club	Position	Cost
Basti	Albasete	Attack	850,000
E. Dadi	Tranmere	Attack	420,000
M. Lacic	NK Rijeka (Croatia)	Defence	580,000
G. McSwegan	Kilmarnock	Attack	240,000
L. Harper	Northampton	Goalkeeper	1.2m
L. Pernis	Matador Puchov (Slovakia)	Attack	630,000

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"GAMING'S SEXIEST ARCHEOLOGIST IS BACK ON PLATINUM RE-RELEASE"

TOMB RAIDER: THE ANGEL OF DARKNESS

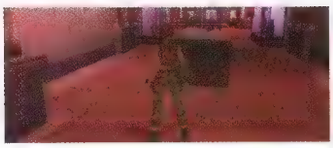
Languishing in a pit of spikes? We'll help you finish Tomb Raider today! Here's our guide to completing the 12 bits where you're certain to get stuck.

LOUVRE GALLERIES

MAKING IT PAST THE INFRARED BEAMS

The first gallery room in the Louvre is very well secured, with infrared beams protecting the entire area. Here's how to make it past them without activating any of the alarms.

Climb on to the display cabinet in the centre of the floor and do a running jump and grab the stone relic on the wall. From here, do a running jump over the infrared beam to the next cabinet along the same side of the gallery. Hop over to the middle cabinet in this area, wait for the infrared beams to descend and do a running jump to the low cabinet between the pillars. Now stand at the far edge of the cabinet and, when the top two infrared beams switch off, do a standing jump to the next high cabinet. Get down and hang from the right-hand side of the cabinet and shimmy along to the end. Let go when you've cleared the infrared beams. In the next area, climb on to the cabinet on the right and do a running jump through the gap between the wall and the infrared beams.



LOUVRE GALLERIES

ACCESSING THE VENT ABOVE THE MONA LISA

At first there seems to be no way beyond the room displaying the famous Mona Lisa painting, but look a bit harder and you'll notice an open vent above the Mona Lisa itself. Here's how to reach it.

When you enter the room, go into Stealth mode, sneak up behind the guard and take him out when he stops at the far end. To the left of the painting on the far wall is an empty display cabinet – pull it out from the corner. This action upgrades Lara's lower body strength. Now push the large cabinet in the centre of the room towards the Mona Lisa, right up to the viewing seats. Go back to the corner that you pulled the empty display cabinet from and activate the switch. This turns off the infrared beams around the Mona Lisa, but only temporarily, so you've got to complete the next section quickly. Run back to the large cabinet and climb on to it. Do a running jump and grab hold of the ledge above the Mona Lisa, then climb up and crawl through the hole. Follow the duct around and crawl through the hole with the missing grille. Climb the ladder and kick open the grille at the top.

THE ARCHAEOLOGICAL DIG

COMPLETING THE SYMBOL PUZZLE

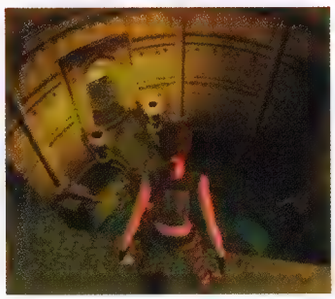
As puzzles go, this one is pretty tough. However, once you know where to locate the symbols, and which order to put them in, it's a whole lot easier. Here's what you've got to do.

Operate the switch on the wall in the first Portakabin to turn the X-ray machine power on. Go to the X-ray area (between the two Portakabins) and operate the lever on the table. When it switches to the X-ray screen, ignore the interesting-looking archeological bits and push the left analogue stick forward until the X-ray machine stops moving, then push the analogue stick to the left. If you've done it correctly, the X-ray should pick up a symbol in the ground. This is the First Ancient Symbol Tracing and is automatically added to your item list. Now enter the second Portakabin and take the Second Ancient Symbol Tracing from the printer. You already have the other two symbols you need (oh yes, you do), so make your way to the spinning dials.

THE PUZZLE

To complete the puzzle you must insert the correct four symbols into the horizontal bar. Whenever a symbol is moved into the correct place, you need to lock it into position by operating the corresponding lever in the row of levers located to the side of the main puzzle. You can find the first and last symbols in the sequence by looking in the back of Von Croy's Notebook (see, you did have the symbols). The symbol pictured on the First Ancient Symbol Tracing is – confusingly – the second symbol in the sequence, and the Second Ancient Symbol Tracing is actually the third one in the sequence. Alternatively, you can simply pull the dial lever three times, four times, seven times and six times to put all four of the symbols in the correct order (don't forget to lock each one in place, of course).

PUZZLE ME THIS: You'll need four of these Ancient Symbol Tracings to get through the first level.



TOMB OF ANCIENTS

REACHING THE CHAMBER FLOOR

The first part of this level has some ridiculously difficult jumping sections that prove far more baffling than any puzzle the game has to offer. While we know our method is the correct way down, we still recommend that you save your progress after every jump!

Follow the passage and hang from the ledge at the end. Drop down to the wooden beam and jump off. Walk to the opening that leads into the vast circular chamber and hang from the edge. Climb down the rock face to the small ledge below (look out for the annoying bat). You now need to jump over to the wooden beam nearby. Rather than attempt to jump from the main part of the platform, stand on the narrow section that's closer to the beam. From here, do a standing jump and grab and pull yourself up to the beam. Do a standing jump over to the entrance behind the beam.

Follow the tunnel and drop down the series of ledges. Go through to the broken bridge and hop over the left-hand side, right in the corner at the bottom of the steps. If you hopped over in the correct position, Lara will land, without losing any health, on a narrow ledge. Drop to the wider rock ledge below. Hang over the side and climb down the rock face to the small alcove. Climb on to the side of the alcove, move round the front of the rock face to the other side and drop down to the ledge below. On the ledge is a section that slopes upwards slightly – do a running jump towards this and jump just before you reach the start of the slope. Grab the wooden beam and pull yourself up. Pull the lever here to make some platforms appear from the wall of the chamber. Do a standing jump across to the first platform. Now stand at the outside corner and do a standing jump and grab over to the next platform. Pull yourself up and drop down and hang from the outermost edge. Drop and grab onto the platform below and then drop to the floor of the chamber.

THE HALL OF SEASONS

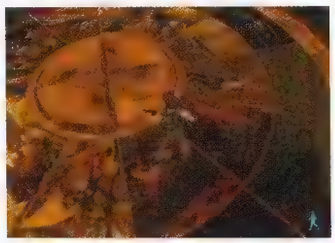
OPERATING THE FLOOR SWITCH

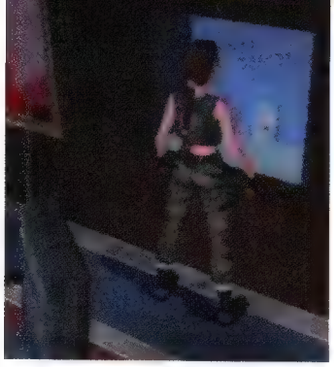
When you first enter the Hall of Seasons it can take a long time to work out what you're meant to be doing. To save you hours of aimless and annoying wandering, here's how to open the right doors using the switch in the middle of the floor.

On the floor in the centre of the hall is a raised circular section divided into four segments, each one bearing a different symbol. Surrounding the hall are lots of doors, and each of these has a symbol hanging from the ceiling in front of it. Stand on one of the segments until it is flush with the floor. As soon as it's flush, you'll notice that three adjacent doors open around the hall. You should also notice that beyond each door is another symbol hanging from the ceiling. You need to go through the door that has the same symbol as the segment hanging from the ceiling beyond the door – NOT in front of it – and pull a lever to open another door that leads into another chamber. Sounds confusing, but you'll soon get the idea.

If you go through the correct door and pull the lever, you'll be able to enter one of four chambers: Breath of Hades, Sanctuary of Flame, Wrath of Beast or Neptune's Hall. In each of these is a crystal that you must collect (trickier than it sounds!). When you've got a crystal, bring it back to the Hall of Seasons and place it into the relevant plaque near the hall's entrance.

If you go through the wrong door and pull the wrong lever, you'll fall through the floor and have to work your way round a kind of archaic – and deadly – obstacle course to a rudimentary lift device that takes you back to the Hall of Seasons. And then you still have to get the right door.





THE MONSTRUM CRIMESCENE

FINDING THE LAST OBSCURA PAINTING

Hidden away somewhere inside Mathias Vasiley's premises is the fifth Obscura Painting. Of course, it's not simply hanging on the wall in plain sight, but is, in fact, very well hidden. Here's how to find it.

Climb the spiral staircase and follow the landing until you come to a chest of drawers sitting in the middle of the floor. Push the drawers towards the scaffold tower. This action upgrades Lara's upper body strength. Climb on to the drawers and jump up on to the scaffold tower. Jump and grab up to the next level of the scaffold and do a running jump over to the platform to the left of the arch window. Pull the chain twice to reveal a Small Medipack behind a cabinet on the ground floor. Instead of going down to collect it, do a running jump over to the platform on the other side of the arch window. Pull the chain until the front of the grandfather clock springs open. Hang and drop from the scaffold and make your way back down the spiral staircase.

Collect the Small Medipack and then go across to the grandfather clock. Use the D-pad to turn the hands to three o'clock. Go down the steps that have appeared. Look at each of the display cabinets in turn to gain some information and another entry in Von Croy's Notebook. Pick up the Vasiley Full Fax, which is lying on the floor in front of the desk. Now stand next to the painting behind the desk and use the D-pad to enter the code from the Vasiley Full Fax (31597). When the painting has slid back, take the Last Obscura Engraving from the alcove. Head back up the stairs and exit through the door you originally entered Vasiley's premises by.

THE HALL OF SEASONS

DEFEATING THE SPIRIT

The idea here isn't to actually defeat the spirit (which isn't possible), but to steal the first Obscura Painting from its chamber. It's fiddly and illogical, but persevere and you'll have it beaten eventually.

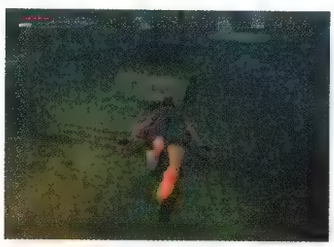
Run around the outside of the room and collect all the items while avoiding the spirit as best you can. Eventually, one of the statues around the tomb on the central stage will emit a blue light. When it does, stand in the vicinity of the statue, but not too close or else the light will change to one of the other statues. Equip the shotgun and shoot the spirit as it rushes towards you. Side-step out of the way before it reaches you and, when it stops moving, quickly walk to the statue (which has to still be glowing) and grab the First Obscura Painting that it's holding. If you don't do this quickly enough, the light will extinguish and move to one of the other statues and you'll have to try again. Once you've nabbed the First Obscura Painting, head back through the chamber entrance.

THE VAULT OF TROPHIES

THE KNIGHT STATUES PUZZLE

Although this isn't the most difficult puzzle, the fact that it's in an underwater chamber means you have little time to ponder over the solution. Here's how to locate both the correct knight statues and some air.

Swim across the chamber to a large stone tablet on the opposite wall. Read the tablet to find out that 'The brothers reunited see the gates thrown open'. Pictured on the tablet are two knights, and above them are the letters 'L' and 'V'. If you're running low on air, it's a good idea to kick through the bricked-up area just above the tablet and swim up into the air pocket before attempting the following section. At the foot of each of the knight statues in the chamber, at the rear of their plinths, there's a name. Behind each statue is a recess that houses a chain. Swim around the statues, find the ones named Vasiley (near the entrance) and Limoux (near the tablet) and pull the chains behind them to move them into the centre of the room. This opens an entrance in the chamber ceiling. Swim up through the entrance.



AQUA LARA: These underwater statues are a real challenge, especially with a limited air supply.

THE STRAHOV FORTRESS

THE STACKED BOXES PUZZLE

As it's the Cabal's headquarters, it'll be no surprise that the Strahov is something of a security stronghold. However, one of the toughest challenges you'll face inside the fortress is this box puzzle. Here's where to push/pull those boxes.

Before you start, give yourself some peace by shooting the guard dog that's on the other side of the fence (another dog will appear in a moment). Now, push the plain box up against the fence and then push it up against the stacked boxes. Jump on to the box, then push the box that's in front of it up against the wall. Jump up on to that box and pull the highest box towards the fence. Walk around to the other side of the box and push it the rest of the way towards the fence. This action upgrades Lara's lower body strength. Jump down from the boxes (don't go over the fence yet) and head into the central area. To the right you should see two boxes stacked on top of each other – get behind them and push them to the opposite wall, so they are below the air-con unit. Once in position, jump up and climb on to the boxes and turn the valve wheel to switch off the steam escaping from the pipes by the fence. Jump back down and return to the boxes by the fence. Climb up to the highest box and jump up to grab on to the overhead pipe. Tuck Lara's legs up (press ⓐ), shimmy along the pipe and drop down once you've cleared the fence.

PULL ON THIS: Pulling levers and shifting boxes not only opens doors, but also upgrades Lara's strenth.

BIO-RESEARCH FACILITY

GETTING PAST THE PLANT GUARDING THE DOOR

Your way forward inside this facility is eventually blocked by a giant shrub holding a door tightly closed. Here's how to administer the necessary weed killer that gets the plant to loosen its grip.

After the cutscene showing the plant closing the double doors, hop over the balcony railing and head up the stairs opposite the plant. To the left of the row of valve wheels is a table – push it out of the way so the pin board behind it is no longer obscured. The lowest piece of paper has a red 'X' drawn over it – this is the diagram that provides the answer to how to get the plant to release its grip on the double doors. On the side of the diagram are five symbols – each of these relates to a different valve wheel (a symbol also hangs above each valve wheel). Look closely at the diagram to see that three of the symbols are linked to the sketch of the plant with lines: the top two and the fourth one down. These are the valve wheels that you must turn. So, moving from left to right, turn the first, second and fourth valve wheels. Now pull the lever at the top of the stairs. Cross the room, go through the now-open doors and push open the large double doors beyond.

BOAZ RETURNS

DEFEATING BOAZ

Playing as Kurtis, you must defeat this huge, ooze-spewing beast. The fiddly controls make it more difficult than it should be, but once you know what you should be doing, it's not too difficult. Here's how to turn Boaz into bug squat.

Draw your weapon and stand your ground as Boaz approaches. Shoot when your gun targets something and you'll hit a sac just below Boaz's mouth. Anticipate Boaz lunging at you and jump out of the way to avoid its mandibles, which can do severe damage if they make full contact. Once you've hit the sac below Boaz's mouth several times, it'll start firing green ooze from pods on the side of its body – you must shoot these pods to kill Boaz. Don't worry too much about being hit by the ooze as it doesn't seem to do too much damage to Kurtis. When you're shooting the pods, bear in mind that Kurtis will automatically target ones that have already been destroyed. To lock on to a 'live' pod (which are a more luminous green) press ⓡ to change targets. Boaz will eventually turn to face Kurtis again – shoot the sac below its mouth, dodge its claws and jaws and then take out the oozing pods when it changes attack. Repeat this until Boaz is down.

Just when you think the fight is over, Boaz emerges in a second form. Killing this insect mutation is simply a case of backing away while shooting it repeatedly.

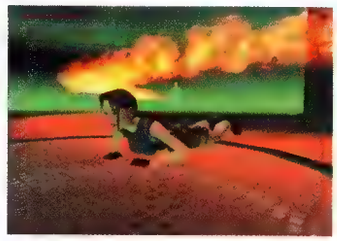
ECKHARDT'S LAB

DEFEATING ECKHARDT AND THE SLEEPER

Like the earlier battle against Boaz, once you know the trick to defeating Eckhardt, it's all very easy indeed. In fact, you shouldn't need to use any health items or even very much ammo! Here's how to secure your victory in the final showdown and ensure Lara's adventure has a happy ending.

After the cutscene showing Eckhardt and the Sleeper, a force field surrounds you, preventing you from leaving the central area. Assume the stealth crawl position (ⓐ + ⓡ) immediately. Stay low to avoid Eckhardt's energy blasts (which alternate between lightning and fire) and use the right analogue stick to keep a check on his whereabouts. Stand up as soon as Eckhardt begins creating clones of himself and arm yourself with a weapon (preferably the Viper SMG or Mag Vega), then target one of the clones. Don't try shooting them yet, however. When three clones have been created, they run through the force field into the central area. Shoot the clone you have targeted as it runs towards the other two clones. Keep shooting when they merge into one and become Eckhardt. And he's outside the force field now. Watch for spots of energy on the floor as these indicate where energy will shower down all around you. Keep shooting Eckhardt until he drops to his knees. Approach him and a cutscene will show Lara stabbing Eckhardt with one of the Periapt Shards. Repeat this process twice more and Eckhardt will be defeated.

After the cutscene showing Karel appearing and the third Periapt shard being plunged into Eckhardt, run to Eckhardt's body and take Eckhardt's Glove from the floor. While you do this, watch out for Karel's energy blasts, although they aren't too difficult to avoid. Once you have the glove, run to the pillar to the left of Eckhardt (if you're looking at him) and press the button located at the back. Between the pillar with the button and Eckhardt's slumped body is a ladder leading up to a metal walkway that runs around the outside of the chamber. Climb the ladder and follow the walkway around to the left. Climb the next ladder that you come to, head left at the top and follow the walkway around to the opposite side. Go past the console with the star shape on it and up the ladder just beyond it on the right-hand side. Follow the walkway around to the left until you come to a section of the walkway that juts out towards the Sleeper. Stand on the section of walkway that juts out and take a running jump towards the Sleeper...



CLONE RANGER: Eckhardt's the last thing standing between Lara and completion of the game.

ULTRA DOJO

Welcome to the shiny new Ultra Dojo, bursting with fresh challenges, eye-boggling screenshots and fiendish advice from the Dojo masters. Get famous for your madskillz! Send us your tape... NOW!

ALL CHANGE!

Hey you. Yes, YOU. That's right, we're not just talking to our cherished Dojo regulars who bust out 20 million point combos on *THUG* like they were buttering toast, but the charming – and may we say, quite handsome – gamer, like yourself. In today's distressingly busy world, with the pressures of work, loved ones and – let's face it – the pressing need to sit on your ass and relax – who's got 70 hours spare to break the 5 million barrier in the All Peak Jam on *SSX3*? So that's why we want you – ALL of you – the blessed readers of PSM2, who might normally flip past this incredible chunk of score-laden mastery, to help us make Dojo even better. We need *your* videos. We need *your* craziest create-a-characters. We want *your* silliest/favourite/goriest/sexiest moments in gaming. Dammit – we want to celebrate this wonderful thing called PS2! Read on, write in with your suggestions and let's take this to the next level.

ATTENTION! DOJO REGULARS!

Thanks for all the good times. The hard times. The long hours spent shaving a tenth of a second off your (already number one) lap time. We love you all – and to recognise your efforts we'll be sending you some goodies. We know who you are. Thanks – and keep the tapes coming! Of course.

DOJO MOMENT OF THE MONTH!

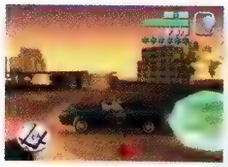
BEST PES3 GOAL EVER?

from David Peacock

Is this the product of years of feverish *PES*ing, or simply a lucky shot? We can only guess. Whatever the case, this spectacular goal left us bedazzled.

Man Yoo's Ronaldo beats two fellers, bursts to the half way line, and – spotting the keeper off his line – lobs the ball 45-50 yards into the onion bag. Genius!

READER THROWDOWNS!



GTA: Vice City (Cone Crazy)

by Ross Bowden – 8 Seconds

What I Did: Cunningly creamed the Cone Crazy mission.
Tricks?: Nudging the cones ever-so-slightly to clear a path through the checkpoints so there was no fear of knocking any over.

WWE Smackdown (Slobberknocker)

by Jasdeep Sahota – 6'10

What I Did: Toppled multiple opponents with Brock Lesnar and soared through the Slobber-knocker Anywhere challenge.
Tricks?: Cool and decisive elimination and putting weapons to good use to injure foes as quickly as possible.

Soul Calibur 2 (Arcade, Extremely Hard)

by Dan Froud – 4'04'34

What I Did: Sailed through SC2's arcade mode on extremely hard mode.
Tricks?: Mastered all of Nightmare's most powerful moves negating the need for time-consuming weak attacks.

SSX 3 (All Peak Race)

by Amanda Offord – 22'21"

What I Did: Tore down the All Peak race and clocked up a truly magnificent time.
Tricks?: Learned the peak's ins-and-outs like the back of my hand and took advantage of teleport points.

EyeToy Groove (Madonna, Music)

by Ryan Hickson - 5465

What I Did: Jived my way to a record-breaking Groove score.
Tricks?: Spazzed out on the freestyle section to gain maximum pointage.

POSTCARDS FROM VICE CITY

Vice City is a beautiful game and in light of this, we want your lush, crazy and just downright funny shots from everyone's favourite crime 'em up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screenshotin' machine.

LOOK-A-LIKES

Ever noticed a startling similarity between a game character and a real-life celeb? Or does your Dad look like Agent 47? Or can you make the most stunning likeness for Bob Holness in *Smackdown*? If so we want to see it.

Richard Hillman (Coronation Street)

Max Payne (The Fall of Max Payne)

by Graham Fellows of Newcastle:
"I can't belive you dumbasses haven't noticed this earlier" he writes.

INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month a member of the PSM2 team challenges you to beat their craziest high scores or top a feat of gaming madness. We'll print the best entries the month after, with exceptional achievements – or plain silliness – appearing on the DVD.

"Think you can better the sinister pile of bloody corpses in Hitman? Bonus 'headcase' points if you can position every character in the level into one huge bendy-limbed mound. Hey, why not spell out your name in a trail of bendy corpses? In, er, the game, of course."

HOW TO ENTER

Be great at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2 into your video's SCART socket and record you playing a game on tape.

Eject the tape, pic of your self and the form (just shove two in an envelope and post it to us).

ULTRA DOJO ENTRY FORM

PSM2,
ULTRA DOJO
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
Thanks God all those big scary tables have gone! I'm brilliant at games and I want to show you what I can do.

And I enclose... MY PHOTO ☐ **(or I've emailed you one)** **A VIDEO OF MY ACHIEVEMENT** ☐ **(wound to just the right place)**

Check out my tape, it's got this on it:

.....

.....

.....

And this is why – and more importantly how – I did it...

.....

.....

.....

.....

Name .....
Age .....
Address .....

.....

Second Sight

Want to know what the TimeSplitters team did next? Welcome to the psychic world of Free Radical's secret game...

Now this doesn't happen very often. PSM2 gets surprised. No, never in fact. We know everything. Can see things coming a mile off. We've been startled a few times, sure, but actually *surprised*. No, never. Don't believe us? See, we knew you were going to say that...

And then Dave Doak (of Free Radical, the guys who made *TimeSplitters*) phones us up and invites us to come and see NOT *TimeSplitters 3* as we'd been anticipating, but an entirely new game called *Second Sight*. It's almost as if he'd read our story dissing him for selling out and making *TimeSplitters 3* (for money-magnets EA) rather than making the brand new game he'd promised us last time we met. He had. And that's why he wanted to set the record straight in PSM2.

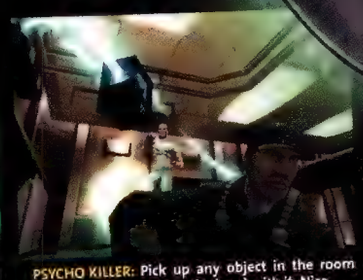
There are a few things you should know first about this game. 1: It's 80 to 90% finished already. This despite only *hearing* about the game last month. 2: It's without a publisher and can't be released until someone buys it up. See the Games Biz: Lesson 1 box over there. 3: It's one of the most original and intelligent games we've ever seen. Want to know more? Good.

Things *Second Sight* is not: It's not a first-person shooter – this despite being the third game from a developer who's previous two games were first-person shooters. It's not full of ladies, drugs and swearing. This despite everyone else doing games filled with exactly that. And it's not going to please Johnny Muttonfist who's games collection consists of *FIFA*, *Tomb Raider* and *Jet Ion GP*. ►

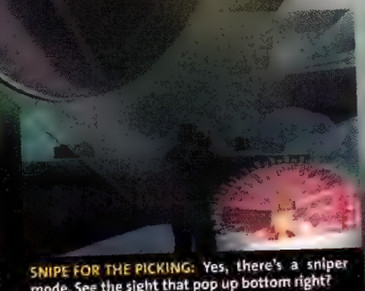
"USE YOUR MIND TO PICK PEOPLE UP AND HURL THEM INTO THE AIR"

SQUAD HULL: Dive for cover and let your game-controlled team-mates take the strain for you.

HUMAN FEELED: You can creep up behind bad guys and use them as shields *Metal Gear* style.



PSYCHO KILLER: Pick up any object in the room and beat someone over the head with it. Nice.



SNIPE FOR THE PICKING: Yes, there's a sniper mode. See the sight that pop up bottom right?

COMPUTER LOVE

There's loads of clever stuff in *Second Sight*. Take the ability to mess with the base's computers for example. You can read people's emails, play games and spread viruses. You can even use security cameras or check in with guard towers to prevent subsequent alarms. And, best of all, it's all just a reward for inquisitive players. You could miss out altogether.

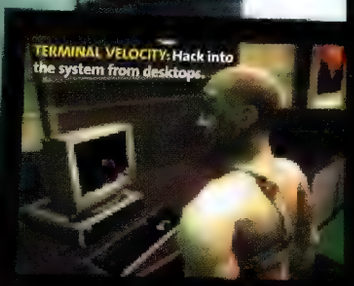
GAMES BIZ:

LESSON 1: "IT'S ALL ABOUT THE BENJAMINS"

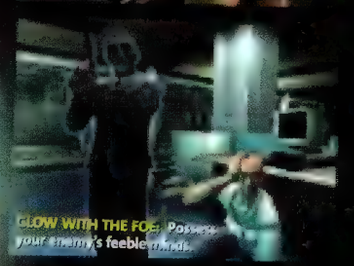
As P Diddy once sang – back when he was Puff Daddy, actually, "and age ain't nothin' but a number and there ain't nothin' goin' on but the rent." But that's a different story. These days the business of making games is a journey into a world of big business and games companies who's wallets are tighter than J Lo's back pocket.

You can't make a world class game without splashing some cash. So developers sign up publishers who'll give them dosh up front so they can pay the bills and finish the game. Sounds cool? Now imagine the publisher insisting that the game comes out for Christmas because they'll make more money then. This despite the game being about as finished as Rik Waller's workout video.

But there is a better scenario. Imagine making so much money from *Time Splitters* that you can finance a game yourself and reach 90% completion without owing anyone a penny. Sure there were interested parties – regular PSM2 readers will recall our story on Free Rad's courtship with Activision – but right now *Second Sight* is without a publisher. In other words; someone can walk in, take the game on and make a packet. So, if you're an interested game publisher wanting easy life you know who to call...



TERMINAL VELOCITY: Hack into the system from desktops.



GLOW WITH THE FOE: Possess your enemy's feeble mind.

MATRIX OF THE TRADE: The game lines up plenty of evil government agents to take a bullet.

CAST ORDERS

There are three main characters in the game, joined by a host of extras in the shape of your covert co-op attack squad or the hundreds of enemies hunting for you.

COLONEL STARKE
The bossman. When he's not covering your ass in an in-game firefight, he's tugging the story along nicely. He clearly knows more than he's telling you and only by playing the game to it's conclusion will you find out just why you're there and what really happened...

JAYNE
This pro-psychic powers specialist has previously been your arch enemy (you don't believe in that nonsense), but she quickly becomes your best buddy and needs rescuing after your mission goes wrong. Whether she lives or dies affects your path through the game.

JOHN VATTIC
Our hero. In half the game he's a friendly geek, getting the hang of being drafted in as part of a strange military mission to a base where psychic experiments are being conducted. In the other half he's an uncaged medical experiment coming to terms with his new powers for destruction and out for revenge.

► This is a gamer's game and if you take PS2 seriously then you owe it to yourself to get involved.

In the game you play John Vattic, a tech geek drafted in by the military to investigate strange goings-on in a secret military base in Russia. The game is unique in that it takes place in two different time periods. In the first we play Vattic as he wakes up in the base, the subject of strange medical experiments that he must escape. Then, through flashbacks we also play pre-capture and experiment John Vattic as he arrives at the base as part of a six-man military squad seeking to discover the base's secrets.

It's a brilliant move that means the game is never dull. At the end of each scene we switch, rejoining messed-up Vattic on his escape or Mr Keen 'n' Kleen Vattic as he attacks the base. Somewhere in between – at the game's end – we find out what happened to John to get him all messed up and why...

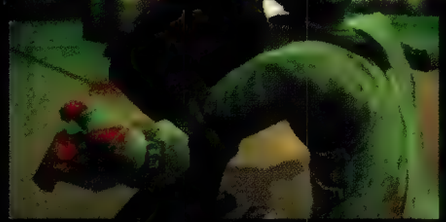
The game's other unique feature is the incredible post-op psychic powers Vattic has. After beginning the game strapped to a bed he discovers quickly that he can open doors and move objects with his mind. Pressing and holding L2 enables your special powers and, once enabled you can cycle quickly through each spot's potential targets with the right stick. Once chosen you can hit R2 and pick up, boxes, TVs, barrels, and later, as your powers develop, even people. So, use your mind to open doors, throw things around and even pick people up and hurl them hundreds of metres into the air.

But this Telekinesis power (or TK) is just one of Vattic's skills. He can trade psychic power (which tops up continually) for health via a Healing skill. His Psi-Attack sends a screen-warping shockwave at his target and his Charm skill allows him to bend the minds of his enemies fooling them into believing that he's not there. This is not the bald escapee experiment you are looking for...

His best skill however has to be his ability to step out of body to reach inaccessible places or possess other people and (we're promised) even perhaps an animal or two in the game. So you can covertly take control of a patrolling agent and

"VATTIC CAN STEP OUT OF HIS BODY TO REACH INACCESSIBLE PLACES OR POSSESS OTHER PEOPLE AND PERHAPS ANIMALS"

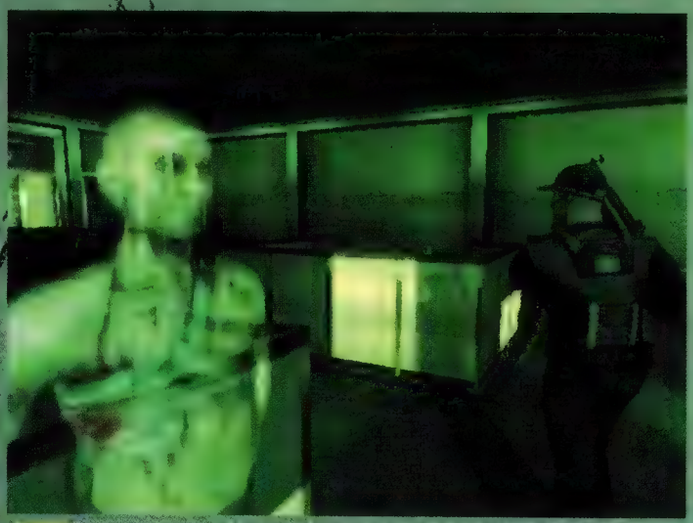
MACHINE FUN: And if you can't be arsed with all the sneaking around and telekinesis bollocks you can just open fire.

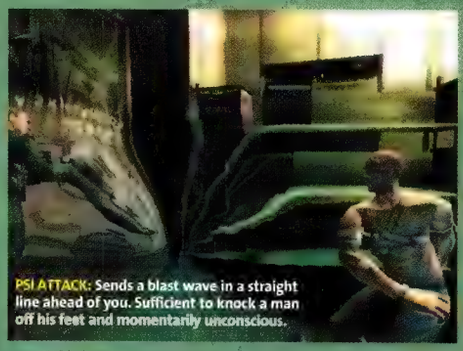


KEEPING IT HEAL: Take time to fix yourself in quiet moments.

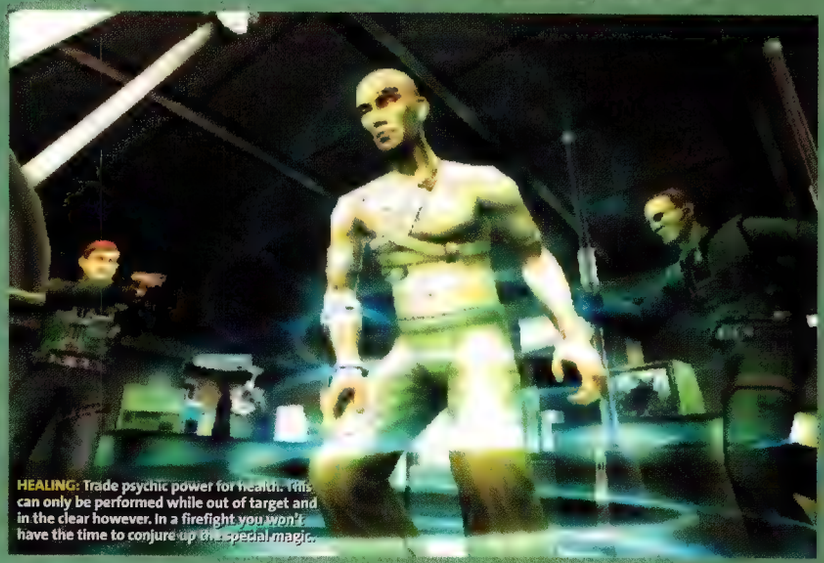
PSYCHIC MAD SKILLZ

The name *Second Sight* refers to Vattic's extraordinary psychic powers. After being experimented upon he can:

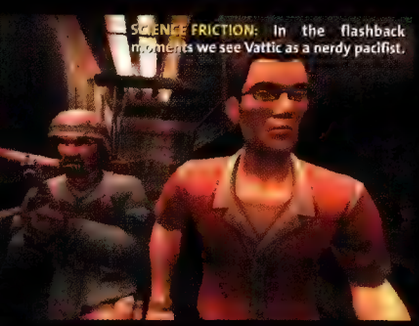




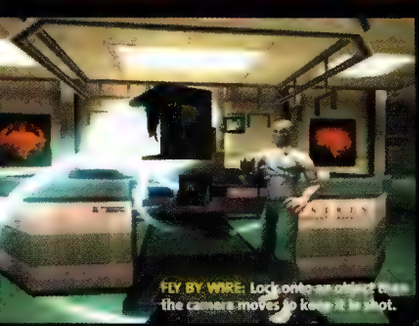
PSI ATTACK: Sends a blast wave in a straight line ahead of you. Sufficient to knock a man off his feet and momentarily unconscious.



HEALING: Trade psychic power for health. This can only be performed while out of target and in the clear however. In a firefight you won't have the time to conjure up the special magic.



SCIENCE FRICTION: In the flashback moments we see Vattic as a nerdy pacifist.



FLY BY WIRE: Lock onto an object then the camera moves to keep it in shot.

have him open the door for you. Or shoot his buddy. Or walk calmly into the laser shielding...

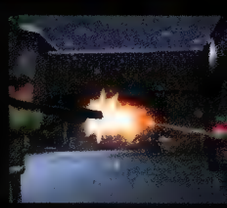
Of course no Free Rad game would be complete without a sniper rifle – or a whole host of guns for that matter. The D-pad selects between Psi skills and conventional weapons and remarkably, despite the new third-person view the game has, is an instantly familiar and workable aiming system. The game does some basic aiming for you (eliminating the need to wheel around trying to match up the direction of travel with the presence of an enemy) but the fine movements in deciding to do a head, arm, knee or toe shot is up to you. A fractional flick with the right stick will let you shoot off a guy's hat or hand and all without switching to first-person. Though the option is there if you want it.

And you can mix and match TK skills and old-fashioned gunplay. Why not pick up a barrel and hurl it at your enemies before switching to guns with a quick press of R3 and blowing it up with a well-aimed pistol shot. And the team-play element of the game, where you're joined by intelligent buddy characters to further the story, lets you go in with your TK skills while they take care of the gunplay. It's deeply cool.

DAM NATION

What is it with Free Radical and snowy Russian dams? They're a recurring them. The team first came together on N64 classic *Goldeneye* (below). First level – a snowy Russian dam. After *Time Splitters* came *Time Splitters 2*. First level? The Oblask Dam in Siberia. Now comes *Second Sight* and guess what? *Second* level: the *Oblast* Dam in Siberia. And don't even get us started on the sniper rifle in games. These blokes practically invented it and *Second Sight* has got one of the best sniper modes yet.

EASY COME: In game NPCs lay down cover for you.



Of course there's plenty of stealthy options too. In the Vattic escape period he's massively outnumbered, so hiding, crouching, creeping and judicious use of the shadows *Manhunt*-style is required. And don't forget your Charm skill so you can TK objects around to create distractions – or simply to bray your attackers over the head.

One of the best parts was the ability to wheel around your foes in a vice like mind grip. Someone annoying you? Pick them up like a rag doll and hurl them pathetically out of the window! Hilarious. Vattic is a kind of anti-hero. A nice, well meaning good guy in one part of the game and a mad, psychically-charged madman in another. But quite how you play – killing and maiming or avoiding and creeping – is entirely up to you. PSM

Second Sight will bend spoons in October.

DAN G'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

Dan's a Telekinesis expert. He can move his eyebrows with the power of his mind.

NAME Daniel Griffiths **DATE** 19/3/04
LOCATION Free Radical HQ, Nottingham

"You've gotta love them. Not only are they doing *Time Splitters 3* (which bar an astounding balls-up will be the best first-person shooter on PS2) but they've also produced one of the best-looking and original action adventures of the year without anyone knowing about it. Despite this being Free Rad's first foray into third-person cameras (and the nightmares that can result) they've got it right first time. The ability to lock on to objects and enemies and still move around feels natural and the ability to aim with pinpoint accuracy even from a distant 'out of body' view is a first. It might not be mass-market, or riddled with celeb endorsements but it deserves to do well this Autumn."

MY BEST BIT...
- The limitless ways to solve a problem – shoot them, TK them, sneak by, possessions, psi-blasts...

MY WORST BIT...
- When will Free Rad go the whole hog and give us proper, realistic, non-stylised characters?

ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★★★

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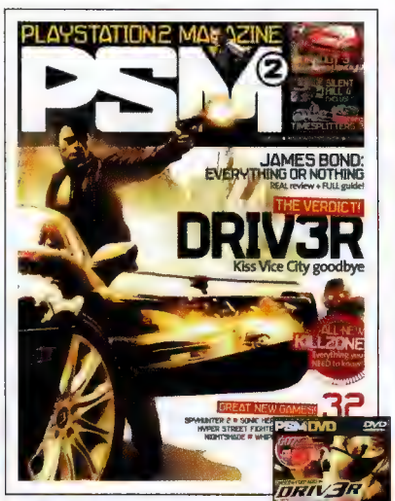

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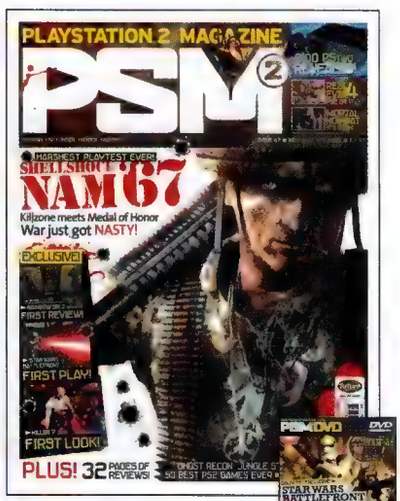

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*Please note that the joypad is available to UK subscribers only and are in limited supply.

STOP PRESS: FIRST DETAILS GT4 IN THE UK PLUS FIRST SHOTS OF DEVIL MAY CRY 3! DANTE MISS NEXT MONTH.

Next M

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

EURO 2004
PSM2 tackles EA's fully-licensed footy giant in the UK's first studs-up, UNBIASED review. Don't even *think* of spending £40 without reading it.

HITMAN: CONTRACTS
Eidos' contract killer ambles into the PSM2 sniper sights. Just the Job? Or is Agent 47's number up? We spill the REAL

GTA 5
We'll be digging where the San don't shine to bring you the latest dirt on the biggest game of the year. First screens? Just stay tuned...

You want more?!
We've got reviews of Singstar, Karaoke Stage, Red Dead Revolver, Harry Potter and The Prisoner of Azkaban, PLUS loads more on MGS3 and Killzone!

FIRST PLAY!

CALL OF DUTY

The game that leaves *Medal of Honor* weeping in the trenches – only PSM2 takes you to the front line

Month

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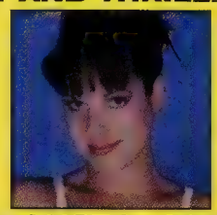

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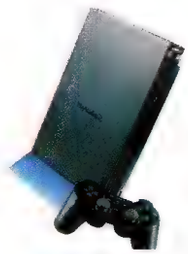

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THE PSM2 HACKNEYED VISUALS AWARDS

Most Unrelenting Overuse of a Photoshop Texture. And the winner is... Wood Grain 27B!

"I... I can't believe it. I don't know what to say... you love me, you really love me! I mean, oh God this is too much, this award should *really* go to Wood Grain 17A, he's my inspiration, he's what drove me to be as good as I could be... but what can I say? I just do what I do and if anybody appreciates it then that's really just a bonus... I'd like to thank the big Oak tree in Belsize Park for providing the original grain texture, my parents for encouraging me in what I wanted to do, the PSM2 team for not getting bored of using the same tired old visual tricks every issue, and my lovely wife for all the sexual congress. Cheers!"

A LIFE LESS ORDINARY

Congratulations Wood Grain 27B! Who can forget such classic appearances as...

The backdrop for last issue's *Resident Evil 4* news!

The backdrop for issue 46's Last Laugh!

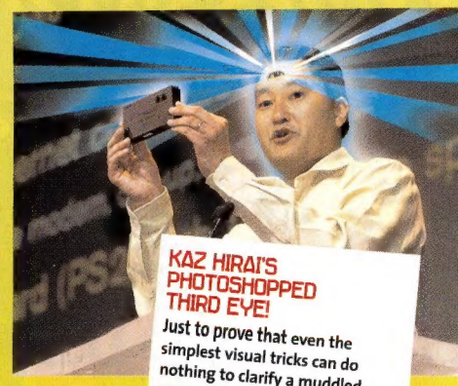
The – you guessed it! – backdrop for issue 36's *True Crime* feature!

Shit us, that's a lot of wood grain texturing. Long may it continue.

AND THE RUNNERS UP ARE...

BULLET HOLE

Adult game? Featuring cops and/or gangster-types? Plus cars? Then you can effortlessly achieve the correct ambience with a simple bullet-hole graphic. It's so basic it's almost insulting!



KAZ HIRAI'S PHOTOSHOPPED THIRD EYE!

Just to prove that even the simplest visual tricks can do nothing to clarify a muddled rumours column based on Sony US boss Kaz Hirai being able to see into the future. Jesus, who's idea was *that*?

BLOOD SPLAT!

Ah, zombies, the undead and good old *horror games* in general... where would they be without the trusty standby of a blood splat? High and frikkin' dry, that's where. Jesus, *blood splats*? That's just chunting lazy.

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Championship Manager '02
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Everything or Nothing: 007
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Halo
Hitman 2: Silent Assassin
James Bond: E. or Nothing
Lord of the Rings: F. of Ring
Medal of Honor: R. Sun
Midnight Club 2
Mission Impossible:O.Surma
Need for Speed Undergr'nd
Prince of Persia: S. of Time
Project Gotham Racing 2
Rainbow Six 3
Secret W. Over Normandy
Sims: Bustin' Out
Splinter Cell
Splinter Cell 2: PTomorrow*
Star Wars: Jedi Academy
Star Wars: Knights Old Rep.
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Total Club Manager 2004
True Crime: Streets of LA
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XIII (Thirteen)
Plus Many More...

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Everything o Nothing 007
FIFA 2003
J. Bond 007: Nightfire
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Leg.of Zelda: M. Mask
Need f Speed Undergr'nd
Resident Evil
Resident Evil 3: Nemesis
Resident Evil Zero
Sims: Bustin' Out
Sonic Adventure 2 Battle
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Super Smash Bros Melee
Tak a. the Power of Juju*
Tony Hawk Underground
True Crime: Streets of LA
X-Men: Next Dimension
Zelda: Majora's Mask
Zelda: Ocarina of Time
Zelda: The Wind Waker
Plus Many More...

PS ONE

Alone in the Dark 4
C-12 Final Resistance
Digimon World
Dino Crisis
Dracula The Last Sanctuary
Driver 2
Final Fantasy 8
Harry Potter & Phil.'s Stone
Hogs of War
Parasite Eve 2
Resident Evil
Scooby Doo: Cyber Chase
Silent Hill
Spyro 3: Year of the Dragon
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4: Last Revel.
Tony Hawk's Pro Skater 2
Tony Hawk's Pro Skater 4
Yu-Gi-Oh Forbiddn Mem.
Plus Many More...

PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P Manager
Alias*
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
American Pro Trucker
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 0 2

Backyard Basketball
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword 3 S.Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3

Castlevania: L.of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Chris Edwards' Aggressive I.
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crush Hour, WWE

D = 0 4

Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disney's D. Duck Quack Att.
Disney's Dinosaur
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Dredd vs Death
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Emperor's Tomb
Enter the Matrix
Escape from Monkey Island
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination
Extreme G3
Eye Toy: Groove
Eye Toy: Play

F = 0 6

Fatal Frame
Fatal Frame 2: Cr. Butterfly
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle Metal X
Frontline, Medal of Honor
Futurama

G = 0 7

G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grand T Auto: Vice City
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gungrave

H = 0 8

Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Here Comes The Pain
High Heat Baseball 2002
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward

I = 0 9

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J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond E or Nothing
James Cameron Dark Angel
Jedi Star Fighter
Jikkyou World Soccer 2000
Jikkyou World Soccer 2001
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1

Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
Knockout Kings 2002
Kya: Dark Lineage

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004*
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3

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Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
McGrath's Supercrass World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
Monkey Isla.id, Escape from
Monster Jam Max. Destruct
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
Mummy Returns
Music 3000
MX 2002
MX Rider
MX Superfly
MX Unleashed
Mystic Heroes

N = 1 4

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NBA Starting Five
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NFL Blitz 2002
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NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever

O = 1 5

Off Road Wide Open
Oni
Onimusha: Warlords
OO7 Nightfire
OO7: Everything or Nothing
Op. Genesis, Jurassic Park
Operation Winback
Operative, N.O.L.F.

P = 1 6

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Q = 1 7

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Quidditch World Cup

R = 1 8

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R-Type Final
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Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 1 9

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Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
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Shadow of Memories
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 2
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
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Smugglers Run 2
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Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
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Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
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SSX Tricky
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Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
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Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.*

T = 2 0

Tarzan Freeride
Teenage Mut. Ninja Turtles
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TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

Ulti. F. Champ: Throwdown
Urban Freestyle Soccer
US Navy Seals, SOCOM

V = 2 2

Vampire Night
Velocity X, Hot Wheels
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3

W = 2 3

War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Whirl Tour
White Out
Wild Arms 3
Winter Games: Snowboard.
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World War2:Prisoner of War
Worms 3D
Wrath Unleashed
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4

XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
Xtreme G3

Y = 2 5

Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Ros

Z = 2 6

Zone of Enders: 2nd Runn

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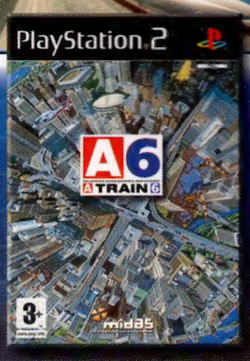

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